

CATASTROPHE

A World of Underwater Discovery, Adventure and Parties



Beta Playtest Pre-Release Edition

4AM GAMES



Foreword

It took a long time to get to this point, but we are nearly finished. CATastrophe started as a small "Wouldn't it be cool if..." and has now grown into something that no one, not even the creators, thought possible: A slew of other homebrew systems and a full game.

..Well that last bit isn't quite honest at the moment because all games need to be play-tested. We here at 4 AM Studios are releasing this draft of CATastrophe's rules to showcase our newly updated mechanics and put them under the scrutiny of the players who have waited so long for this. Since the release of the first set of rules a year ago (That we refer to as the alpha version) we have listened to the fans, taken a hard look at the game and polished it up to a shine.

Included in this beta pre-release version is the current game-play mechanics, rules for combat (with updated Super Success and Super Slip-up rules), revamped character creation, and a shortened list of equipment. What is not included is the world setting information which will include short stories set in the Endless Blue as well as in depth detail on every facet of a Kemomimi's life.

After the pre-release's initial playtesting we will then release the beta draft which will include both ship combat and ship customization rules, expanded gear lists, any changes needed that were

found during playtesting, the bestiary as well as a number of other Dive Master-related goodies. We want the most basic rules completely tested before we let you have a gander at the rest of what we have to display.

Every one of us on the team would like to thank all of YOU, the fans who followed CATastrophe from its conception so long ago until now, and those who are still fresh to the CATastrophe world. We wouldn't be here right now if it wasn't for all of you. We need your help to make CATastrophe even better; playtest it with friends, design crazy characters and see how far you can push the rules until something breaks and then tell us all about it!

We will be running public playtesting, but anyone is free to download these rules and test them out for themselves. We want to hear from you. Comments, complaints, criticism, and full on reports are all welcome. Please send them to:

Catastrophe.Devteam@gmail.com

We'll do our best to respond to all of your messages in a timely manner and with clear and concise responses. If your findings, criticisms, and concerns aid us in fixing mechanics, helping us to polish up the game and make it better than what we had originally, we'll be sure to give credit where credit is due. In the next release, we will make sure to put your name (Or a alias, if you wish it) into the credits as a Pre-Release Playtester, in order to try and give thanks for helping us out!

Credits

Lead Designer

Kav

Head Editor and Designer

Loose_Leaf

Editors

Philanx

AltCode

Based Caligula

Snakers

DarkMaster123

Head Artist and Artist Supreme

Sarinth

<http://sarinth.deviantart.com/>

Additional Photoshop/Art Help

AltCode

Pako

Additional Miscellaneous Support

Raganui

Hamunces

SirDakkalot

Alpha Playtesters

NoNickname

Kittaycat924

Snakers

Tabbio

Funny

Andraia

Gemini X

Cryptid Critter

A few others..

Special Thanks

OneShotLive

Gidoran

Corporal Forkbutts

Anonymous

Scribbletist

That Damn Catfolk Pilot

Nsara, and all her 1d4chan article
magic and IRC wizardry

IlMaestro and his awesome music

Various artists who have inspired the
setting and continue to do so

Kemonomimi fans and enthusiasts
everywhere

All the folks at /tg/ who have
participated in the threads and
made this all possible

Thank you all for your help,
contributions and aid!

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Game Basics and Core Mechanics

CATastrophe is a roleplaying game designed for 2 or more players that may be played in person, over the internet in a chat room or voice call or in a forum play-by-post setting. Akin to other roleplaying games, it has an open-ended method of play, meaning the game has no true ending, time limit, singular goal or preordained number of turns of play that indicates when the game will end. There generally are no losers when one plays CATastrophe, as the main goal is for everyone to have fun and be imaginative. When everyone has fun, everyone wins.

Roleplaying and You

For those who have experience playing roleplaying games, it may be wise to skip Roleplaying and You, and continue on reading the information in the rest of this section. For those who have never played a roleplaying game, this will help you understand the basic ins and outs of what it means to play in one. A roleplaying game is one third improvisational acting, one third group storytelling and another one third gaming. In every game there is usually a host, colloquially known as the Divemaster or Gamemaster, (DM/GM for short) regularly referred to as the Divemaster throughout the book. The DM is in control of the world, the narrative and other NPCs, or nonplayer characters, and sets the tone, setting and situations the other participants of the game will engage with. Those participants are known as the players, who create and pretend to be characters within the world and setting the DM provides. These characters, known as the player characters or PCs are given backstories and personalities, which are then further

augmented and defined by a set of statistics that represents the characters abilities and skills. These statistics are used by characters to exercise agency within the DM's world, and to define how a character may or may not be able to overcome certain circumstances due to their ability or inability.

A big part of playing in a roleplaying game is the act of roleplaying itself. Roleplay pretty much means exactly what the word implies: you create a role and you play out that role, your role being your character. The players control their characters' actions, react to the changing storyline and interact with other characters as they wish. There is no real mandatory "script" so to say for a roleplaying game, the plot is flexible and ever-changing based upon the actions and decisions players make for their characters. In a roleplaying game, stories or adventures evolve and play out much like they would in novels, films and other forms of fiction, but within a malleable story created by the DM. There's no right or wrong way to play a roleplaying game; each group may find their game is drastically different than another group playing with the same system. Some may find their games to be more combat-oriented or more involved with storytelling and improvised dialogue. Just what the game should be centered around or what the players plan to do in the game itself should be discussed between DM and players alike, so that a balance can be found and everyone can have fun.

The Divemaster

The host of the game, the Divemaster (or DM) is the narrator and judicator of the group. They describe the world as the characters would see it, acting as their senses and providing a world for the

characters to exist and interact in. Likewise, they control the NPCs or nonplayer characters, be they helpful or otherwise, and enemies such as monsters, critters and robots that might make their presence known throughout play. The DM keeps track of when it and what happens, describing the events as they occur so that the player characters may react to them. The DM resolves player-driven attempts to take action within the world, by using the game system's mechanics. DMing isn't always the easiest thing to do, but it is very rewarding to create a fun adventure that grips your players' imaginations and takes it for a ride. There is no right way to DM; everyone has their own style and form of DMing. There are some general tips and tricks however, that can help a DM or GM who is starting out.

One, you should never play favorites with players, despite whatever connection out of game you share with them. You should always attempt to include each player's character as much and as evenly as possible. Nothing is worse than a player sitting in the sidelines doing nothing as just one character takes the spotlight for an entire session.

Two, communicate! Roleplaying games are social in nature. In order for everyone to be happy, you must express yourself, about things you would like to see happen in the game or not happen, what you liked about a session or didn't like. Of course, criticism is good when it is constructive, but always try and not be too cruel or harsh with it. It is just a game, after all. This tip applies to both DMs and players, but as the adjudicator of the group, the DM must lead by example.

Three, never just accept that whatever you have planned is unusable due to player's choices. If you've spent

significant time planning a series of events only for the trigger of those events to be completely ignored by the players, try again in a realistic way later. For instance, you plan for a group of mercenaries to ambush them at port, but they opt to go off to a nearby deserted island instead? Have the mercenaries follow them there, or be lying in wait on the island instead! Organizing your planned events in modules that can be moved about and changed to fit the current direction the players take in the story allows you to adapt to any situation.

Four, you're all trying to have fun. That's the goal for everyone playing; why else would you play the game? What people find fun, however, varies from person to person, so it's a good idea to follow tip two in order to promote a great time for all.

Five, play the villain smart, but accept defeat graciously. The point of the game is to not defeat your players, or otherwise foil their attempts at every move. A hero is not without their villains, of course, and enemies are there to challenge the players through their characters and promote conflict to enhance the story. Of course, there should always be those tense moments in which everything hangs on the balance, and things could very much go wrong if the players choose incorrectly or are simply outmatched, but to use "excessive force" against your players all the time will just lead to your players getting burnt out quickly.

Six, keep calm. You are supposed to be the host and arbitrator of the game, and the game is just that; a game that you're running. If your players ever take you by surprise, are disrespectful towards you, or you're experiencing any sort of discomfort that is putting you on edge, make sure to remain calm and address the situation with

a level head. Overreacting can make a situation a lot worse off than it was originally, and your players are sure to pick up on that. Remember to discuss with your players if there is any discrepancies in their actions, and if they need to be reminded, tell them politely that you are taking your time to host a game for them, your hand is not forced in any way and you can always find new players.

Seven, try to be fair, to the players and to you. Remember not to overexert yourself while DMing, and if the time is not right to DM, then tell your players and take the day off. As the arbitrator in disputes, you must be the voice of reason within your group, and you should never just condemn one side in an argument. Take in all information from all sides then make your decision. It may miff some, but the point is that everyone is equal in the game. It is your responsibility to ensure that. If you ever wish to end your game, just do so promptly. Many players have had the games they play in be left on hiatus and never told that the game has actually ended. Out of proper courtesy for others, always make sure your plans that involve the game's scheduling and others such things are told to all involved in it.

The Player

The player is a participant of the game and a manipulator of the storyline via their individual character. They are able to do whatever they want so long as certain conditions apply, such as whether or not their character's statistics would allow them to do so. Being able to do a preferred action or task successfully will require your character to be trained or at least a bit knowledgeable of the task in question. As a first time player, some may be unsure of how things work or how to properly play while

partaking in a roleplaying game. In order to settle some misconceptions and aid you on your path to being a better player, here are some helpful tips.

As a player, your job is rather simple: You play one of the main characters of the story that your DM provides and interact with the other player characters and world. Just how you interact is simply acting out how your character would as they react to things happening around you, and push the story forward in the party's favor, which brings us to our first tip: Stay in character.

One, stay in character! When playing a roleplaying game, you are not yourself in a fantastical world. You are acting as your character, and your responses should reflect this. You should always try and maintain in character (aka IC) dialogue during a game, although taking breaks to talk out of character to discuss rules or other things is fine every once in a while. What's an RPG without the RP?

Two, communicate! Similarly to the DM tip, you must communicate in order for everyone to be happy! Express yourself about things you would like to see happen in the game or not happen, what you liked about a session or didn't like. Of course, criticism is good when it is constructive, but always try and not be too cruel or harsh with it. It is just a game, after all.

Three, you should keep out of character arguments and biases out of IC. You may not always be on good terms with a fellow player or the DM, but to bring in your out of character views and emotions into the game is one of the quickest ways to bring about an end to the game. You should try and talk out what is going on, instead of passive-aggressively dealing with it within the game itself. That's just childish!

Four, try and stay together as a party. Sometimes you'll just want to go off and have a private adventure, but when there are other people also vying for the DM's attention all at once, things can get a bit hairy. Sticking together will make the game go along faster as the DM can address you as a group rather than having to address you individually, but some DMs may prefer it that the party is split up. Remember if there's something you'd like to do in private with the DM, there are always side sessions, or private roleplay. Make sure to talk to your DM, and see what you can do!

Five, spend a decent amount of time thinking of what you want your character to be, do, or what they have done as you are making them. Coming up with even a small, paragraph backstory gives you a basis to move on from in the game itself. When writing a backstory, you should consider including NPCs your character has met or interacted with in the past, as well as accomplishments or areas of particular interest to your character like hometowns. This gives your DM a bit of room to work in your character into the plot more easily. An additional thing you could do when ascribing a personality to your character is to think up how your character would react in certain situations. Do they scare easily? Are they anxious in social situations? Mulling over their reactions before play can get you into the mood of playing out the role of your character.

Six, be courteous! You are going to be or are playing in a game hosted by the DM. They don't have to host the game, and they don't need to have you as a player. There are plenty of fish in the sea in terms of players, but DMs are rather hard to come by. You should consider yourself lucky you're in a game at all! However, don't just

go selling yourself short! If the game is not what you want, or is just not the right fit, don't be afraid to communicate these problems, or leave. There will always be other games, or you could DM one yourself if you feel up for it!

Seven, make sure everyone is having fun! Your fun is important, but so are the other players' and the DM's! Remember this is a cooperative game; everyone should be working towards making the game as memorable as possible, something that everyone can look back on and tell great stories about.

The Bare Necessities

In order to play CATastrophe with minimal difficulties and have the game go smoothly, you will need a number of things:

- A few 20 sided, 10 sided, 6 sided dice and a coin. (called D20s, d10s, d6s and a d2 (coin) respectively) For those playing online, a dice roller or access to a game client such as Maptools or the client provided by Roll20 will help with dice related needs, as will certain smartphone dice apps.
- At least two people, with one person willing to host the game as the DM.
- A place to host the game at. (Someone's house or a comic book store) if the game is online then use a chat client popularly used, such as IRC or other Instant Messaging services.
- Paper, pencils, a printer or access to a cloud sharing website in order to share documents on the internet.
- Lastly, a willingness to have fun!

The Core Mechanics

Now that the basics are out of the way, it's time to go over the fundamental rules, or core mechanics. CATastrophe's main method of conflict resolution (how you figure out whether or not someone succeeds against another or against the environment) is done through a roll of the 20 sided die, or d20. When rolling, a lower amount is always better as you are attempting to roll under a target number based off of your character's attributes, augmented further by modifiers from various origins. A target number (TN for short) represents a character's aptitude in a specific subject, skill or craft; each skill has its own target number, but all are derived from a primary attribute and a secondary attribute with modifiers subtracting or adding to this base amount. When you roll, you may need to reach a number of degrees of success, or DoS for short, in order to overcome an obstacle, or a foe. A degree of success is earned for every 1 number above the amount you rolled, up to your target number. For instance, if your target number was 12, and you rolled 9 on the skill check, not only did you pass, but with 3 degrees of success. Likewise, if you rolled above your target number, you fail the check, gaining a number of degrees of failure, or DoF, for every number past your target number you rolled. For example, if your target number was 12 and you rolled 15 on the skill check, you fail and with 3 degrees of failure. Your DM may rule that certain actions require a number of DoS in order to be successful, or can only take a number of DoF before that action can no longer be taken for a time. There is always a way to succeed or fail, despite your current abilities and skills, explained further in Super Success and Super Slip-ups. All of the above will be elaborated on and described in detail further on in this section.

The 5 Attributes and Rolling Explained

There are 4 attributes that are innate to all player characters, NPCs, critters or other baddies in CATastrophe. These attributes are Power, Agility, Willpower, and Savviness. Each attribute finds use in various skills, as well as deriving secondary characteristics such as movement speed, or free knowledge skills, or advantages at character creation. For more information on secondary characteristics, read the Character Creation section.

Power (POW)

Power denotes how strong and beefy you are, how good at bending, breaking, and how strong of a swimmer you are. Power has its hands in most physical-related skills, including melee fighting.

Agility (AGI)

Agility determines how quick on your feet you are, your flexibility, how good you are at things such as climbing, dancing, and acrobatics. Agility has a direct link to how well you can dodge incoming blows, and Agility similarly to Power finds itself used in a decent sum of physical skills and activities.

Willpower (WIL)

Willpower includes your force of personality and your ability to weather certain things like fatigue or injury without succumbing to exhaustion. Willpower also represents how in-tune you are with your environment and how intensely you hold your passions.

Savviness (SAV)

Savviness represents how well your noodle works for numbers and figures, how clever you tend to be, your inventiveness and ability to maintain a diverse skillset. It takes smarts to have good technique! Savviness deals with many technical things, as well as a number of craft skills and all knowledge skills.

While everything that has some form of agency in the world, such as NPCs, critters or robots all have the previous four attributes mentioned even if the score is zero, player characters have a little something extra that sets them apart from the rest of the crowd. Player characters receive a 5th attribute, called Luck (LUK) where as NPCs and other enemies receive a 5th attribute called Integrity. (INT) both have a special use in that they denote how much damage the character or NPC in question can take, albeit in different ways. If the DM wishes, certain NPCs may also have Luck instead of Integrity. Example NPCs that would have Luck would be dangerous villains or rivals of the PCs.

Luck (LUK)

Luck signifies how lucky you are! (Who would've thought?) Your Luck score determines what numbers you critically hit on when rolling a d20 for an attack roll, and aids in dodging blows. Luck acts as a buffer to actually receiving damage; when you fail to defend against an attack, you 'luck' out of the strike or hit, narrowly avoiding it as if fate itself decided to save your sorry behind. However, when your Luck runs out, you may find yourself taking actual injuries. Luck regenerates after every scene, unless certain conditions keep them from doing so.

Integrity (INT)

Integrity is an NPC's hit points, or number of blows they can weather before taking real and lasting injuries. It has no other effect; it does not regenerate similarly to Luck, and must be healed back through rest or medical attention. Integrity is not used in any skill checks.

Checks and Generating a Target Number

A 'check' is a general way of saying a skill roll, an attack roll or other types of rolls that involve the 20 sided die. For instance, if your DM was to ask you to roll your Perception skill in order to sense something

hidden or hard to notice in your surroundings, he would call for a Perception check to be rolled. In order to make a skill check, you must first know what your target number is. A target number or TN for short acts as a number you must roll below or exactly at in order to succeed at a check. Each skill has two associated attributes: A primary attribute and a secondary. The primary adds its full rating to the skill in question's TN, but the secondary only adds half of its rating, rounded to the nearest whole number. Your base TN is created by adding these two together, then further modified by related advantages, disadvantages and penalties or bonuses granted by the DM due to your player's circumstance.

Target Number
Primary Attribute + Secondary Attribute (Secondary is Divided in Half, Rounded) + or - Modifiers From Advantages, Disadvantages and Other Penalties or Bonuses Granted by the DM.

The Three Types of Checks

There are three main types of checks, Simple, Opposed and Extended. The three checks and their uses vary, but for the most part are pretty intuitive.

Simple Checks

Simple checks are just as the name implies. Simple checks are skill checks that are either pass or fail, or require a number of degrees of success, or DoS, in order to succeed at the check. The threshold for how many DoS are required is set by the DM.

Opposed Checks

Opposed checks are checks made in which two sides are attempting to overcome one another. In order to ascertain who the victor is, both roll their related skill, and the defender is noted. If the defender fails and the attacker succeeds, or the defender and attacker both

succeed but the attacker has more DoS compared to the defender on their roll, the attacker wins. If neither succeeds, the attacker fails, or the attacker matches the defender in DoS, the defender wins. Defender always wins on ties in opposed checks, unless stated otherwise. Example "attacking" actions would be attacking someone with a weapon, sneaking, distracting or attempting to influence someone. Example "defending" actions would be dodging or parrying an incoming attack, using Perception to notice someone sneaking up on you, composure to resist distracting stimuli or Composure to keep your cool when someone attempts to intimidate you.

Extended Checks

Extended checks are similar to simple checks, but have very large DoS thresholds. It is uncommon for an extended check to be succeeded at in only one roll, as the DoS threshold is generally 5 or higher. Each roll attempt has an interval, or time it takes for the attempt to be made. For instance, trying to jury rig a spear may be an interval 20 minute task, so each roll made to attempt to make the spear takes 20 minutes long; if you take 3 rolls in order to make the spear, it takes an hour long in total. DMs should keep track of a secret threshold for DoFs that the task can take before something bad happens, and the extended check fails altogether and must be restarted.

Initiative, Rounds and Actions

When in a tense scenario such as combat, a race, or whenever a group's actions must be accounted for due to timing, initiative is rolled. All things such as PCs, NPCs and other enemies involved with the scene roll a d20, adding half their Agility score, rounded up to the nearest whole number to the amount rolled. The totals are compared between themselves, and then arranged into a descending order. The one with the highest initiative acts first in the round, followed by the next highest, and so on until all members of the scene have had their turn. Then a new round begins, starting

over at the top once more. Initiative lasts however long it takes for the reason initiative was rolled to be resolved, be it a bar fight or an on-foot pursuit of a thief.

On your turn, you receive a number of actions that may be used to do things like moving, making a skill check, reacting to incoming blows, attacking and other zany things you can come up with. These actions are separated into 4 types, standard, move, free, and full-actions. For a more in-depth look at all possible actions and their effects, go to Actions within the Combat section.

Initiative and Actions	
Initiative	Roll 1d20, and Add Your AGI÷2, Round to the Nearest Whole Number.
Actions Available on Turn	Each Participant gets 1 Standard Action, 1 Move Action, and 2 Free Actions.

Standard Actions

Standard actions are your bread and butter when it comes to doing almost anything. A standard action accounts for almost all skill checks save a few and attacking with melee or ranged weapons. You only get one a turn.

Move Actions

Move actions get you places; literally. Expending a move action allows you to run, swim or climb up to your full movement speed, use Acrobatics, control a mount while riding, move with the Surfing skill or spend your time focusing your aim on a target. You only get one a turn.

Free Actions

Free actions constitute things that can be done as if on reaction, or at least very quickly. With a free action, you may defend against an incoming attack, make a Perception check, drop prone, pick up an object, speak less than 3 sentences in order to use an Influence-linked skill or make an attack of opportunity. You only get 2 of these a turn, and they have a very important

role in that they are your main line of defense against incoming ranged or melee attacks; if you spend them all on your turn, you won't have anything left throughout the round to defend yourself with!

Full-Actions

Full-actions are actions that use up your entire turn in the round. If you use a full-action, expect to not do anything until your next turn, and pray you don't get attacked!

Super Successes and Super Slip-ups

Similar to other D20-related systems and RPGs in general, CATastrophe has a system for critical successes and critical failures. These critical successes and critical failures are called Super Successes and Super Slip-ups, respectively. Super Successes and Super Slip-ups occur rarely, and only in specific circumstances. When making a roll for a skill check, be it a simple, opposed or extended check, upon rolling the result of 1, the check is considered to be automatically succeeded, but not only that; it is also considered a Super Success. Likewise, when making a roll for any skill checks and upon rolling the result of a 20, the check is automatically failed and considered a Super Slip-up. Super Successes always count as a success on the check, even if normally due to modifiers it would be impossible. Similarly, Super Slip-ups are always counted as a failure, even if you would have succeeded on the check. This means there is always a 5% chance of failure or success, no matter the odds.

Super Successes and Super Slip-ups	
Roll Result of 1	A Super Success (Critical Success)
Roll Result of 20	A Super Slip-up (Critical failure)

Super Successes represent an amazing feat of luck or skill, and the checks they were rolled for should be described as such. A Super Success always wins against a defender if the check is opposed. If both succeed with Super Successes, DoS is compared as normally. Super Successes on Ballistics or Melee checks made to attack a target have a chance to be a critical hit on top of being a critical success. You must roll again and succeed as normal for a simple pass or fail check in order to confirm it is a critical hit. By doing so, you add an additional d6 to the total damage of the attack. For more information on critical hits, read Damage Calculation in the Combat section.

It should be noted that a Super Success should never directly or indirectly harm the player character that had rolled it; that is the exact opposite of what a Super Success does. A Super Success might, depending on the roll in question and its relation to what is happening, grant a circumstance bonus modifiers to other rolls, at the DM's discretion. Super Slip-ups are meant to be comical in some way. A Super Slip-up means you not only failed, but failed so hard and in such a way that your friends may start calling you nick-names because of it. A Super Slip-up on an attack could make you accidentally throw your weapon, trip yourself or put yourself or allies in a dangerous position, while a Super Slip-up on an Acrobatics check to weave through a busy Marketplace for example might end in you slipping on a banana peel into a heap of garbage. Super Slip-ups may grant circumstance penalty modifiers to other rolls made after it, if the DM deems it. In no way should a Super Slip-up be outright life threateningly perilous to a character unless appropriate in the narrative. We're all supposed to have fun, even if we fail horribly.

Skills and Skill Points

Skills in CATastrophe are rather broad in focus and encompass a number of specialties in each skill; for example, surfing, snowboarding, kitesurfing, wakeboarding and sailboarding all fall under the Surfing skill. Just what relates to each skill is described further on in their respective descriptions. Your character's general knowledge, aptitude and training in specific skills are denoted by the skill in question's TN and the number of skill points that skill has. Skill points are points that a player may allocate to certain skills that they wish their character to have actual training in. A character gains a number of free skill points equal to their Savviness (SAV) attribute and their Willpower (WIL) attribute added together at character generation to place however they wish, as well as 1 free skill point for every 2 points in their SAV score specifically for craft or knowledge skills. Each skill can only have a maximum of 2 skill points in them. Having two skill points in one skill grants a +1 bonus modifier to checks made with that skill, as long as skill points have not been spent. For more information on skill points in terms of generating a character, go to the Secondary Characteristics or Skill Points step of character creation in the Character Creation section.

Skill Point Expenditures Explained

Skill points have a secondary function called 'spending' where they may be 'spent' before or after a roll. A character spending skill points is essentially pulling out their tricks of the trade they've learned through hands on experience in a pinch. However, having to push it to the limit leaves the character slightly drained after having to go the extra effort in order to keep up with the situation. When a skill point is spent

before the check, that roll is made with a +5 bonus modifier. Skill points can also be spent after a roll in order to reroll. Rerolling with the use of a spent skill point may only be done before the DM declares the action resolved. On top of single skill point expenditures, 2 skill points can be spent at once before a roll is made to instantly succeed on the check with that skill, as if the character had rolled a Super Success. Spent skill points only regenerate at the beginning of the next session of play, or if there is a suitable narrative break, such as if the character spent a day resting. A DM may disallow the regeneration of skill points if it seems out of place for characters to have them in certain scenarios. Having no skill points left due to spending in a skill incurs a -3 penalty modifier to all checks with that skill until the skill points regenerate.

Skill Point Expenditures
1 Skill Point Spent Before a Roll: +5 to the Roll. (2 Skill Point Bonus Does Not Apply)
1 Skill Point Spent After a Roll: The Character May Reroll the Previous Roll With That Skill.
2 Skill Points Spent Before a Roll: Instant Success as if the Roll Was a Super Success

Defaulting

When a skill without a skill point is used, this is called defaulting. Defaulting on a skill incurs a -4 penalty modifier to checks made with that skill and certain skills, when defaulted on will automatically fail unless the player rolls a 1 on the d20, also known as a Super Success, for the check. Skills that cannot be defaulted on generally have an asterisk (*) by their name in tables or on your character sheet. Each skill has a primary and secondary attribute associated to them as stated in the Checks and Generating a Target Number, with the secondary granting only half its score to the TN. All skills and what attribute is linked to what is stated on the next page in the skill table.

Skills and Linked Attributes					
Expanded Descriptions Below and On the Next Page					
Skill Name	Primary Attribute	Secondary Attribute	Skill Name	Primary Attribute	Secondary Attribute
Acrobatics	Agility (AGI)	Power (POW)	Knowledge (Interests)	Willpower (WIL)	Savviness (SAV)
Animal Handling	Willpower (WIL)	Savviness (SAV)	*Medicine	Savviness (SAV)	Willpower (WIL)
Athletics	Power (POW)	Agility (AGI)	Melee	Power (POW)	Agility (AGI)
Ballistics	Agility (AGI)	Savviness (SAV)	*Navigating	Savviness (SAV)	Willpower (WIL)
Barter	Willpower (WIL)	Luck (LUK)	Negotiation	Willpower (WIL)	Savviness (SAV)
*Composure	Willpower (WIL)	Savviness (SAV)	*Operate	Savviness (SAV)	Willpower (WIL)
*Craft	Willpower (WIL)	Savviness (SAV)	Perception	Willpower (WIL)	Savviness (SAV)
Con	Savviness (SAV)	Willpower (WIL)	Perform (Non-Physical)	Willpower (WIL)	Savviness (SAV)
*Deciphering	Savviness (SAV)	Savviness (SAV)	Perform (Physical)	Agility (AGI)	Willpower (WIL)
Disguise	Willpower (WIL)	Agility (AGI)	Riding	Willpower (WIL)	Agility (AGI)
Distraction	Savviness (SAV)	Willpower (WIL)	Sailing	Savviness (SAV)	Willpower (WIL)
Dodge	Agility (AGI)	Luck (LUK)	Sleight of Hand	Agility (AGI)	Savviness (SAV)
Games of Skill	Savviness (SAV)	Willpower (WIL)	Stealth	Agility (AGI)	Luck (LUK)
Gunnery	Agility (AGI)	Savviness (SAV)	Surfing	Agility (AGI)	Willpower (WIL)
Intimidation	Willpower (WIL)	Savviness (SAV)	*Tinkering	Savviness (SAV)	Agility (AGI)
*Knowledge (Academic)	Savviness (SAV)	Willpower (WIL)	Toughness	Willpower (WIL)	Power (POW)

Skill Descriptions

On the next few pages are the descriptions of most of the skills labeled above. Animal Handling, Craft, Distraction, Knowledge, Operate, Riding and Sailing are in their own respective sections. In the descriptions there is a bar labelled specializations. Specializations indicate that your character has become exceedingly more proficient in a style or sub-set of a particular skill. Specializations are explained in detail in the Character Creation section. These specializations noted throughout the skill descriptions are, however, only examples; you should discuss with your DM what exactly you would want out of a specialization after reading up on what specializations can do for you.

Acrobatics

Specializations: Balance, Jumping, Parkour, Tumbling
Acrobatics entails a number of gymnastic feats that also includes jumping, vaulting, a character's balance, tumbling to avoid falling damage, etc.

Athletics

Specializations: Climbing, Running, Swimming
Athletics is your go to skill when needing to go the extra mile and exert yourself in order to go faster, carry more, or generally do anything physical. For every 2 DoS on an Athletics check, you move an extra 2 meters in speed for all types of movement; climbing, running and swimming. If you use Athletics often enough, your DM may ask that you roll a Toughness check. If you fail, you will take a number of fatigue that your DM chooses.

Ballistics

Specializations: Throwing Weapons, Bows, Single-Handed

The Ballistics skill represents your ability with ranged weapons, be they thrown or fired from a bow, or other weapon. Whenever you make an attack roll with such a weapon, you roll Ballistics. It is opposed by Dodge.

Barter

Specializations: Haggling, Item Finding

Barter is used for finding items, vehicles or gear that you may want or need to purchase and then summarily attempting to get you or your friends a good price for them. Finding items and other gear will have a modifier added to the Barter check based on the item in question's availability. For more information on availability, go to the Gear section.

Composure

Specializations: Fear, Distraction, Self-Control, Cool Headedness

Composure represents your character's mental fortitude against distraction, fear, interrogation, and Con checks made to seduce. It also is used to keep your cool in terms of stress and other emotions, and not letting it show. Composure cannot be defaulted on.

Con

Specializations: Fast Talk, Seduction, Impersonation

When you need to pretend like you belong, or lie through your teeth about some things you may or may not have done, Con is your best bet. Con is used for all types of lying, or purposeful misinformation. Con attempts can be resisted with Perception, Con or Negotiation.

Deciphering

Specializations: Written, Verbal

Deciphering is used to figure out just what the heck that Earless writing or audio log means. Some are better at Deciphering Earless-speak than others, but all agree it is not something easily mastered. Deciphering cannot be defaulted on.

Disguise

Specializations: Camouflage, Theatrical, Impersonation, Cosmetic

Disguise is used when you actively try and pretend to be someone physically, pretty yourself up, and make yourself blend in with your environment or anything else in terms of impersonation. It is opposed by Perception.

Dodge

Specializations: Melee Combat, Ranged Combat

Dodge is used for avoiding incoming blows, or avoiding objects and things coming straight for you.

Games of Skill

Specializations: By Type of Game

Games of Skill represents your character's abilities in card games, or other types of games that require skill and tact in order to win. It encompasses all forms of gambling as well, but games highly based off of luck will have the secondary attribute WIL replaced by Luck (LUK) at the DM's discretion.

Gunnery

Specializations: By Weapon or Weapon Type

The Gunnery skill encompasses all uses of mounted weaponry attached to vehicles. Ramming actions do not fall under Gunnery.

Intimidation

Specializations: Interrogation, Mental, Physical
Intimidate is used to scare, or frighten a person, a group or any number of things in order to make them think twice about fighting, to tell you something they know or to get them to do what you want them to that they would have otherwise refused to do so if not frightened. It is resisted with Composure.

Medicine

Specializations: First-Aid, Intensive Care, Sickneses

Whenever a wound needs mending quickly or sicknesses need curing, the Medicine skill is used. Medicine can be used to remove fatigue or

injury. The healer may remove 1 fatigue for every 2 DoS or 1 injury for every 3. For instance, if a player rolled 5 DoS on a Medicine check, he could potentially heal 2 fatigue OR 1 fatigue and 1 injury off of the target. In combat, both the target and the healer cannot move until the Healer's next turn after making the Medicine check. Without proper tools such as medical equipment or pre-made remedies, your Medicine check may be made at a -2 to -6 penalty modifier. Medicine cannot be defaulted on.

Melee

Specializations: Slashing Weapons, Stabbing Weapons, Bludgeoning Weapons, Parrying
The Melee skill represents all usages of melee weapons such as knives, bats, swords, pole arms, and anything else that you would use to strike at an enemy in close quarters. Unarmed combat falls under the Melee skill, as well. When attacking with unarmed or other armed weaponry in combat, the Melee skill is rolled. It is opposed by Dodge, or parrying. A person in melee combat may opt instead of rolling Dodge to instead roll Melee, using their weapons or hands to deflect the attack in lieu of jumping out of the way.

Navigating

Specializations: By Region, Navigating With Constellations, Navigating By Landmarks
Navigating allows you to plot a course while sailing and gauge how long your journey will take, find your way through say, a maze or simply getting directions right. You may take a penalty without any directions, a map, or other navigational tools at your disposal ranging from -2 all the way to -8. Likewise, good directions, a very detailed map or a map that has been studied by you extensively, obvious landmarks and the like all would grant bonus modifiers to the Navigating check. Navigating has a part in Sailing. For more information on other bonuses gained from Navigating for sailing, go to the Sailing section. Navigating cannot be defaulted on.

Negotiation

Specializations: Diplomacy, Leadership, Etiquette, Sense Motive, Gather Intel

The Negotiation skill is used for general diplomacy, etiquette, finding information through social means and inspiring courage into the hearts of others. There are various penalties and bonuses that may modify Negotiation checks based on the circumstance you find yourself in. Ask your DM and discuss the situation before rolling, you may find yourself gaining bonuses based on your situation!

Perception

Specializations: By Sense, Searching, Awareness, Social Cues

Perception is a general skill used to perceive easy to miss or hard to notice details happening in your environment and surroundings, notice the way people are acting, and used for actively searching an area for a person, place or thing. It should be noted that Perception shouldn't be required all the time, many things are noticed automatically by the players and other NPCs.

Perform (Non-Physical)

Specializations: Singing, Acting, By Instrument
Perform (Non-Physical) encompasses all forms of performances that do not require too much physical effort such as singing or acting. (Although the Con skill could also cover acting if need be) When choosing a Perform skill, discuss with your DM just what category it falls under.

Perform (Physical)

Specializations: Dancing, Sculpting, Painting, Juggling, Drawing, Certain Instruments
Perform (Physical) reigns over coordination-intensive activities or feats of physical talent, such as dancing or, say, ice-skating. Other skills, such as Sleight of Hand and Acrobatics can both be used as Perform skills, as well. When choosing a perform skill, discuss with your DM just what category it falls under.

Seight of Hand

Specializations: Pickpocketing, Legerdemain, Shoplifting

Seight of Hand is a skill used for attempting to grab things unnoticed, drawing a weapon stealthily, taking things from others when trying not to be caught, and generally keeping your interaction with objects a secret.

Stealth

Specializations: Urban, Wildemess, In Vehicle
Where Seight of Hand is used to keep your actions a secret, Stealth is used to make yourself and your movements hidden or discrete. Using Stealth successfully grants a +2 bonus to subsequent Seight of hand checks. If the target is unaware of you after making a Stealth check, your next attack catches them unaware. They cannot dodge or parry the attack, and you gain +3 to hit. If the hit was successful, the attack has +1 damage and -1 Damage Reduction (DR) added to the damage and DR score. For more information on damage, and DR, go to the Combat section.

Surfing

Specializations: Surfing, Snowboarding, Sailboarding, Wakeboarding, Kitesurfing
The Surfing skill encompasses all manner of recreation or travel in regards to boards, be it surfing on a surfboard, or even snowboarding on a snowboard, if you ever manage to find enough snow to do so! Like the Athletics skill, you can make a Surfing check and for every 2 DoS on an Athletics check, you move an extra 5 meters per expenditure of a move action. This will not grant nearly as much fatigue as Athletics does, but if your DM deems it, you may find yourself rolling a Toughness check to resist taking fatigue.

Tinkering

Specializations: Electronics, Mechanical
Tinkering is your general exploratory skill in terms for messing around with technology, be they shinies, other Earless tech or contraptions made on the surface. Tinkering does not cover creation or extensive repairs; that is the domain of related Craft skills.

Toughness

Specializations: Fatigue, Carousing

Toughness is your go to skill in terms of resisting fatigue, poisons, diseases or certain blunt traumas. When rolling to resist fatigue with Toughness, you resist one for simply succeeding. You resist an additional fatigue after the first for every 3 DoS you rolled on the check. If you are to take another fatigue in the same scene, you roll your next toughness check at a -1 whether or not you succeeded. This penalty is cumulative; for example the second Toughness check in a scene after the first would be made with a -1 penalty modifier, the second Toughness check would be made with a -2 penalty, and so on.

Knowledge and Craft Skills

Knowledge and Craft skills are essentially two umbrellas that cover many different possible skills that otherwise would not be covered by the other skills. A character obtains a number of free skill points only for Knowledge and Craft skills equal to 1 free skill point for every 2 points they have in their Savviness (SAV) score. They can have a maximum of two skill points in them and can have their skill points spent similarly to normal skills, save a few differences. Any Knowledge or Craft skills with two skill points in them count against the maximum 2 skills with max possible skill points out of character creation rule. When you spend a skill point on a Craft or Knowledge skill, you are free to create whatever you wish, as long as your DM approves.

Knowledge Skills

Knowledge skills have two separate categories, Academic and Interests. Academic Knowledge skills are generally more in line with areas of study, whereas Interest Knowledge skills tend to be learned information. On the next page examples of each are listed.

Example Academic Knowledge Skills	Example Interests Knowledge Skills
Economy	Pirates
Earless Tech	Underworld
Weather	Trade Routes
Settlement Politics	Diving
Electrical Systems	Popular Celebrities
Wild Animals	Diving Rumors
Old Guard	Earless Media

This is just a small list; you're free to make up your own Knowledge skills for whatever you may think is necessary or your character would know. Knowledge skills generally cannot be defaulted on, however if the character may have heard of it or the Knowledge skill is so general that they can't not have at least heard of it, they may roll the Knowledge skill check at a -5 penalty modifier.

Craft Skills and Crafting

Crafting is a necessary aspect of life for Kemomimis. Craft skills can range from cooking, tailoring, mechanics, engineering, weapon and armor smithing, boat or ship making, toy making, painting and even sculpting. In order to make, repair or upgrade objects, gear and items you require some technical know-how, tools and materials. Tools and materials are covered by a piece of gear called a kit. When you purchase a Crafting skill kit you decide what skill it is for and it is automatically considered to have necessary materials and tools for the craft you wish to partake in. The material points number that a crafting kit starts at is 16 for each kit and as you use the Craft kit to make objects, repair things or upgrade gear. It degrades a number down based on the task that was done. Certain tasks may only cost one Material Point and others may

cost up ten or more depending on the job in question. Material points in a kit may be replenished by going out and buying supplies, replacing tools and restocking on other necessary materials through the purchase of kit materials.

Craft skill tasks require successful Craft checks with a number of DoS set by the DM in order to get results. All Craft checks are Extended checks, with an interval of roughly 15 minutes to an hour or longer, according to the complexity of the task. On a Super Success or a Super Slip-up, things can become rather complicated or go extremely well. On a Super Success, the task is finished immediately with time to spare, automatically meeting the threshold set by the DM needed to succeed. On a Super Slip-up, the job fails in the most terrible way and the materials are wasted; if the item was of Forged or Advanced quality it is at risk to go down in quality, and if the item was Salvaged it is damaged and requires additional repairs or breaks. Each task may have bonuses or penalties tacked on due to complexity, assistance or other player-incurred bonuses or modifiers. A person rolling a craft roll can be assisted by other willing parties if they themselves also have the craft skill that is being used. Similar to items and gear, crafting kits can be upgraded. There are two tiers past a crafting kit: Crafting shops, and crafting facilities. For more information on Salvaged, Forged and Advanced qualities for items, go to the Gear section.

Crafting Kits, Shops and Facilities

Crafting kits are a availability 8 and cost 75 fangs. Kits, shops and facilities remove the -3 penalty modifier for crafting without proper tools, and kits otherwise do nothing else other than providing the materials for the job.

Crafting Task Examples Expanded Descriptions Below and On the Next Page				
Crafting Task Name	Check Modifier	DoS Required	Material Point Cost	Roll Interval
Repair/Maintain a Salvaged Item	+0	4	1	15 to 20 Minutes
Repair/Maintain a Forged Item	-1	6	2	20 to 30 Minutes
Repair/Maintain an Advanced Item	-2	8	4	40 Minutes to 1 Hour
Upgrade a Salvaged Item to Forged	-3	13	6	30 Minutes
Upgrade a Forged Item to Advanced	-6	14	8	1 Hour
Create a Salvaged Item	-2	12	3	20 to 60 Minutes
Create a Forged Item	-4	16	5	1 Hour and 40 Minutes
Create an Advanced Item	-8	20	9	2 Hours
Add to an Item	+0 to -6	4 to 8	1 to 4	10 Minutes to an Hour
Mass-Produce a Salvaged Item	-6	12 to 16	30 or More	4 Days
Mass-Produce a Forged Item	-10	16 to 26	50 or More	1 Week
Mass-Produce an Advanced Item	-12 to -20	26 to 36	100 or More	1 Month

Crafting Task Descriptions

Crafting shops are availability 6 and cost 300 fangs. They grant a flat +5 bonus modifier to the Craft skill it is used for. They also have a 30 percent chance on a d100 percentile roll (2d10 with 1 die denoted as the tens digit dice) to reclaim 1/4th (rounded to the nearest whole number) of the material points spent on anything that costs 6 or more. Craft shops require a decent amount of space, and can usually be placed aboard medium to large vessels of all kinds if there is a compartment available.

Crafting facilities are availability 4 and cost 750 fangs. They grant a flat +10 bonus modifier to the Craft skill the facility is used for. They also have a 50 percent chance to reclaim 1/4th Material Points spent on anything that costs 6 or more points, similarly to craft shops. Facilities require extensive amounts of space, and others who have the know-how to help operate it. Facilities are rare indeed, and rarer still on ships.

For more information on fangs and availability, go to the Gear section.

Crafting tasks are general things that a character may end up asking to do with their craft skills. The tasks listed above are not the only tasks possible; if you feel you have something that does not fit with the examples, feel free to work with your DM to construct a new task, finding the check bonus or penalty, the required DoS, how many material points must be expended and the in-game time it takes in-between rolls, aka the interval.

Repair/Maintain a Salvaged Item

Pretty self-explanatory, this task is performed when your weapon, armor or other gear has suffered some wear-and-tear, or otherwise been broken and cannot be used.

Repair/Maintain a Forged Item

This task is performed when your weapon, armor or other Forged-quality gear has suffered some wear-and-tear or otherwise been damaged. If your Forged item gets damaged again while damaged already, it is at risk of going down in quality to Salvaged quality.

Repair/ Maintain an Advanced Item

This task is performed when your weapon, armor or other Advanced-quality gear has suffered some wear-and-tear or otherwise been damaged. If your Advanced item gets extremely damaged again while damaged already, it is at risk of going down in quality to Forged quality.

Upgrade a Salvaged Item to Forged

This task is used for turning an otherwise lesser quality item or other piece of gear into a higher quality specimen. Whether the item was of Forged quality before or was a Salvaged quality counterpart, doing this task successfully turns the item into a Forged quality version of itself, and it immediately gains Forged bonuses for that type of item or piece of gear.

Upgrade a Forged Item to Advanced

This task is used for turning an otherwise better than average quality item or other piece of gear into a beyond high quality specimen. Whether the item was of Advanced quality before or was a Forged quality counterpart, doing this task successfully turns the item into an Advanced quality version of itself, and it immediately gains Advanced bonuses for that type of item or piece of gear.

Create a Salvaged Item

Performing this task means you attempt to create a Salvaged item or piece of gear with the materials necessary; for example, you might make a simple garment or fashion yourself a crude spear.

Create a Forged Item

Performing this task means you attempt to create a higher quality Forged item or piece of gear with the materials necessary; for example you might make a finely sharpened blade, or an intricate dress.

Create an Advanced Item

Performing this task means you make an attempt at creating an item or other piece of gear that is of the highest quality a Kemomimi can get their

hands on with whatever materials necessary; for example, you might create a masterwork blade made of the finest materials, or a swim suit that changes color vibrantly similar to old Earless garments, and is aesthetically pleasing to boot.

Add to an Item

Adding to an item is a task that encompasses many things and varies greatly. Additions to items, for example, might be adding a secret pocket to a blouse, a laser-light at the end of a crossbow (For aim, as well as distracting) A counterbalance to make a weapon more balanced, or other general things. Adding to an item can add statistical bonuses to certain gear or clothes for specific skill checks. When attempting to add such bonuses, your intentions should be made clear to the DM before the roll, so he may adjust the material point cost, DoS required and interval accordingly.

Mass-Produce a Salvaged Item

Performing this task means you attempt to create a large number of Salvaged items or pieces of gear with the materials necessary; for example, you might make a large amount of simple garments or create a large number of blades or axes. Your DM sets how many you create with one sitting, but the products should never amount to lower than 40 in total.

Mass-Produce a Forged Item

Performing this task means you attempt to create a large number of Forged items or pieces of gear with the materials necessary; for example, you might make large orders of high quality swords. Your DM sets how many you create with one sitting, similar to the above task.

Mass-Produce an Advanced Item

Performing this task means you attempt to create a large number of Advanced items or pieces of gear with the materials necessary; for example, you might make a sizeable sum of highest quality armor with intricate design patterns and emblems. Your DM sets how many you create with one sitting, similar to the Mass-Produce a Salvaged Item task.

Riding and Animal Handling

There is abundant life all around in the Endless Blue and a decent sum of it is domesticated for Kemomimi use. Example uses of domesticated critters vary from general aid in daily life, pest removal, travel, as food sources or critters simply acting as beasts of burden. Most importantly, many critters find themselves being ridden, willingly or not by Kemomimis across the Endless Blue as mounts. **All forms of riding living creatures fall under the Riding skill category.** The riding skill encompasses all living creatures, however: for obvious reasons, one cannot exactly ride a Kemomimi, especially if they are hostile!

Riding

In order to mount and ride an animal, a successful Ride check must be made opposed with Melee if the animal is unwilling to be ridden. Upon a successful Ride check, the rider has control of the animal for a short amount of time, allowing for its vehicle stat line to be used normally. However, the animal may not wish for it to be ridden about by an annoying Kemomimi, have little experience being ridden, wish to avoid certain perceived dangers, be a wild animal or be something wholly harder to be ridden than one would believe. In these cases or others if the GM deems, the player will encounter a modifier on their Ride checks and see a rise in the frequency of required Ride checks.

Loyalty Explained

Every ridden mount or wild critter that is attempted to be ridden has a loyalty rating, varying from 1 to 4, 4 being worst. Each loyalty rating brings with it its own set of obstacles or bonuses. Loyalty rating 4 would imply the animal is wild, never been ridden or simply plain old mean. Loyalty

rating 3 implies an untrusting animal, or a novice mount. Loyalty rating 2 would be your average trained mount with no qualms with its current situation, whereas loyalty rating 1 would be a well-trained and loved mount, which may have a particular affinity for its master and vice-versa. Certain abuses of a mount can result in the loyalty rating to change as the mount begins to trust its master less. If a mount is ever brought to 5 or higher, it will make attempts to flee, all Riding checks are at -5, and Animal Handling checks are similarly at -3. Below is the modifiers and frequency of ride checks necessary for each loyalty rating. Frequency of checks required to maintain control is different per situation. In a non-combat situation, loyalty 3 may require a check every hour of riding, whereas loyalty 4 may be every 30 minutes. It is up to your GM's discretion what will cause need for a Ride check to maintain control.

Loyalty Rating Modifiers	
Loyalty 4 -3 to Riding checks and -2 to Animal Handling checks. Riding checks are more frequently required to maintain control.	Loyalty 3 -1 to Riding checks and Animal handling checks. Riding checks are necessary often to maintain control.
Loyalty 2 +0 to Riding and Animal Handling checks. Riding checks are required every once in a while to maintain control.	Loyalty 1 +1 to Riding checks with this mount. Riding checks are required similarly in frequency to Loyalty 2 to maintain control.

Riding and Combat

In combat, mounts move on their rider's turn under the rider's command, and they do not have a turn in the turn order. If for whatever reason the rider is no longer controlling the mount, it acts on its former rider's turn under the GM's control. If a

player attempts to ride a hostile critter in combat, the ride check is at an additional negative modifier of -2 to the previous mentioned modifiers, and it can make a Melee check once per turn for a standard action to free itself. It can attempt to likewise injure the rider, with its base damage at -2, its DR modifier remaining unchanged during its attempt to remove the unwanted rider. This damage can be defended against by Parry, but not Dodge. A riding check is required directly afterwards, whether or not the parry attempt succeeded. The subsequent Riding check opposes the original Melee roll's DoS, and if the rider fails to meet or beat the DoS, he is knocked off of the critter. While being ridden against its will in combat, a critter moves according to its rider's wishes on the rider's turn, but the rider may only spend the critter's move action, nothing else.

Animal Handling

In the cases below, the Animal Handling skill is used. The Animal Handling skill does not encompass medical treatment. The Animal Handling skill is regularly a simple check and if the GM requires, sometimes needs a certain amount of DoS in order to get positive results. Animal Handling can be specialized in by choosing specific critters, IE: a Raydude rider specializes in Raydudes for his Animal Handling skill. Animal Handling does not always work against Old Guard upon GM discretion.

Example Animal Handling Uses
The Critter is Wholly Unversed in Being Ridden and Needs to be Trained.
The Critter is in the Process of Being Domesticated or Befriended.
The Critter is Untrusting of Kemomimis When one Wishes it to be Amiable Towards Him or Her.
The Critter is Generally in Need of Care and Attention.
The DM Asks for its use for a Myriad of Reasons.

Distraction

Distraction is a skill which can be used to distract a target and grant them a penalty modifier to all checks. The Distraction 'debuff' or penalty modifier is equal to -4 and applies to all checks the target attempts to make. Different Distraction attempts can accumulate the penalty modifier on a target or targets up to 3 times for a total -12 penalty. Distracting is anything from a series of pulsing lights, a well-aimed laser pointer, distracting noises made to keep someone from concentrating or a Squid inking you in the face. Distraction can be used by NPCs and critters just as a player can, so be wary. A -4 penalty from Distraction is equal to a defaulting modifier; it applies to all checks and if you let it happen it can stack up to -12 on you! Distraction can be the ticket you need out of a tight spot but remember to use it wisely. Distracting without Distraction gear incurs a -5 penalty modifier to the Distraction check. For more information on Distraction gear, go to the Gear section. Distraction is resisted by Composure. Distraction is always a simple check for the Distractor; their DoS is not compared to the target's DoS on their Composure check. On ties, the target resists the Distraction attempt. If both the Distractor and the target fail on their checks, the target (defender) wins. A Distraction penalty modifier is removed if the Distractor is attacked, (hit or miss) the Distractor stops maintaining the distraction or the target breaks free of the distraction.

Distraction Modifiers	
Distraction-Induced Penalty	-4, Up to -12 with Subsequent Distractions
Distracting Without Distraction Gear	-5 Penalty For Distractor
Breaking Free From Distraction Penalty	Half of Current Distraction-Induced Penalty on the Composure Check.

Breaking free of distractions is a Standard action, and maintaining a distraction is a Free action. If the penalty modifiers reach higher than either the target's SAV score or WIL score, they lose their turn and all actions and must do nothing but attempt to break free from the distraction. When attempting to break free of a distraction, you roll a Composure check with half of the current Distraction penalty modifier added to the roll. If you succeed, you are no longer distracted, and cannot be for a full round. If the Distraction check is a Super Success, the distraction attempt automatically succeeds. Likewise, if the target's Composure check is a Super Slip-up, the distraction attempt succeeds.

Sailing

Sailing is the most viable method of transportation in the world of CATastrophe; as such it is an important aspect of life and culture for Kemomimis around the world. Sailing in CATastrophe is a relatively simple system, which is detailed below.

Sailing a ship requires a Sailing check. Sailing checks are also required when the party needs to get someplace quickly; weather, rough waters and treacherous terrain bring forth need of careful maneuvering, the player or NPC manning a ship wishes to make a maneuver or action or the DM deems one is required. Sailing may take long periods of time to reach the desired destination, and as such may require narrative time skips. To decide just how long it takes for a ship to arrive, DMs should compare the ship's speed (how far it may go per hour in Kilometers) located in the ship list, how far away the target destination is and how many DoS was scored on the sailing test. For every 2 DoS on the sailing test, reduce the time necessary to travel by 1/10th, up to a maximum reduction

of 4/10^{ths} of the travel time. DMs may introduce penalty modifiers to rolls due to bad weather, or other conditions that may warrant it. A Super Slip Up on a sailing check may cause a funny accident, or whatever the DM deems. A Super Success reduces the travel time by 3/10^{ths} automatically which then may be reduced another 4/10^{ths} as normal when comparing DoS.

Sailing Time Reductions	
For Every 2 DoS on the Sailing Check	1/10th of the Sailing Time Reduced (Up to 4/10^{ths})
Rolling a Super Success on a Sailing Check	3/10^{ths} Reduced Travel Time, Stacks with DoS Reduction.
Rolling a Super Success on a Navigating Check	2/10^{ths} Reduction in travel time.

In order to know where to go, a Navigating check must be rolled before a Sailing check when going to parts of the Endless Blue that is not regularly travelled by the person in question. Without a map, detailed directions or visual landmarks, the Navigating check takes a penalty modifier of -2 or lower, all the way to -8. A Super Slip-up may lead you in the completely opposite direction, a place you were trying to avoid or whatever the GM deems. A Super Success may warn a player of certain dangers, allow you to find a faster route (2/10^{ths} reduction in travel time) and grant a +2 bonus to the next Sailing check made for the vessel the navigator is on.

It should be noted that, at most, the sailing time required to make it to a destination can only be reduced 9/10^{ths} in time required to reach the location. It's just not feasible to actually make it someplace in no time at all, unless, of course, your DM has altered the setting, or you have some rare Earless artifact.

Diving

There are three major complications when diving below the water, the first being pressure. The deeper you go, the harder the water presses against your body. This pressure can break bones and even kill Earless; they had to invent big metal shell-like suits to protect them when in deeper waters. However, you don't need to go that far down to reach the most common of pressure related problems: Your lungs won't be able to suck in air at even a moderate depth. A snorkel will supply you with air when you're up at near the surface, but even if you had a very long snorkel, there will be a point where the pressure is just tight enough on your chest that you won't be able to breathe, namely inhale.

Next on this list is depressurization. When swimmers ascend too quickly from the pressurized depths, their body can't adapt fast enough to the change in external pressure. Air bubbles start to form in the blood and can seriously harm the body. These effects can range from just a minor headache and cramps (called The Bends), to full on death if they came up from stronger pressures.

The final danger is Nitrogen Narcosis. Nitrogen Narcosis can happen with any gas besides oxygen, and at greater depths the gas can build up in the bloodstream of the diver and leave them confused. Symptoms include anxiety, or extreme, Zen-like calmness as well as tunnel vision. These effects are temporary and will be reversed only minutes after the victim of Nitrogen Narcosis has been exposed to a normal breathing environment.

The Earless did everything in their power to ensure that the Kemomimi would survive in this new world and the biggest

change to their bodies was one that could not be seen. The ears and tails are nothing compared to the extent in which their bodies can resist both pressurization and decompression. However this isn't to say they are immune to these dangers, it only means that they can go deeper long before they start to feel the effects of these dangers. DMs are encouraged to emphasize these dangers when players dive, especially when the players begin to traverse deeper and farther than what would be considered a safe distance down on a dive.

When the players go deep enough for the effects of water pressure to affect them adversely or if the DM deems it, the DM may call for Toughness check to resist the harmful effects of pressurization on the body. Players who fail this check receive one point of fatigue. At greater depths when this Toughness check is failed, the player may receive an injury instead of a point of fatigue, or more than one point of fatigue at the DM's discretion. Players with points of fatigue or injuries take penalties on further Toughness checks.

To keep gameplay simple, players do not need to make Toughness checks when ascending back up to less pressurized waters. If a player has already made a toughness check for their current depth in the water, they should not have to make another check if they remain at that depth.

Having one point of fatigue grants -2 to all checks. You can gain more points of fatigue but the penalty will never rise above -2. If your total amount of fatigue equals or exceeds your maximum your character falls unconscious. A player's maximum fatigue they can withstand is equal to their WIL÷3 (Rounded to the nearest whole number) +2.

The average WIL score is 7, making the average maximum fatigue 4.

Air Tokens

In order to easily keep track of how long a player or group of individuals can remain underwater: The Air Token system is used. Air tokens are tokens derived from a player's Willpower Attribute, gear, and advantages that are spent every time the DM calls for their expenditure at the end of a scene.

A scene can be anything from your descent down to the entrance of a ruin, a quarrel with some wildlife, having to swim hurriedly away from a collapsing ruin or spending a few minutes to try and start up an Earless console. Just what constitutes a scene is up to the DM, but there are a few obvious scenes that are given. Every time combat occurs, 1 or 2 air tokens are expended at the end of the encounter. Generally, any event that has an opposed check rolled will require an air token to be spent. Anytime a player character can take a breath of air either above water or in an underwater air pocket they regain their base air tokens. Canisters, however, need to be filled again when they run out of air.

A character's WIL÷3 (Rounded to the nearest whole number) equals their base Air Tokens before gear and modifiers.

- **Salvaged Air Canisters:** 5 Air Tokens
- **Forged Air Canisters:** 8 Air Tokens
- **Advanced Air Canisters:** 10 Air Tokens

More information on air canisters and diving equipment can be found in the Diving Gear area within the Gear section.

Combat

Combat in CATastrophe is in the same vein to a number of other pen and paper RPGs in terms of general rules like initiative, actions and rounds. Combat is usually bound to happen sooner or later in any tabletop RPG and CATastrophe is no different. However, CATastrophe's combat system, while robust enough to be used for tactical game play, is often a more 'happy-go lucky' type of game and not outright lethal to characters and NPCs. If the DM wishes, they could completely forgo combat, saving it for the rare instance where it may come up, or basing their game in a peaceful area or setting. Likewise, if a DM wishes they can make the game combat-focused, or dangerously lethal by homebrewing up their own rules, but this is generally not always the most fun route within a game for your players. Throughout any choice you take as a DM for your game, roleplay should always be taking center stage, so to speak. What's an RPG without the RP?

The Basics: Initiative, Rounds and Actions

As stated previously in the Initiative, Rounds and Actions area of the Game Basics and Core Mechanics section, when combat is declared, everyone involved in the combat scene must roll initiative. Each participant rolls a d20, adding half of their Agility (rounded to the nearest whole number) to their individual dice rolls. Their totals are then compared, and the participant with the highest total has the privilege of acting first, followed by the second highest, then third highest, and so

Maximum Fatigue and Base Air Tokens Equation
Fatigue: $\text{Willpower} \div 3$ (Rounded to the nearest whole number) +2
Base Air Tokens: $\text{Willpower} \div 3$ (Rounded to the nearest whole number)

on until everyone has had their turn. Once everyone has acted on their turns and all actions have been resolved, the next round begins again. A new round follows the initiative order that was rolled previously, unless a character or NPC has fled or been deemed incapacitated through injury or fatigue, at which point they are removed from the turn order. Rounds continue until the combat fully resolves, usually due to one side being fully defeated, or fleeing.

Initiative and Actions	
Initiative	Roll 1d20, and Add Your AGI÷2, Rounded to the Nearest Whole Number.
Actions Available on Turn	Each Participant gets 1 Standard Action, 1 Move Action, and 2 Free Actions.

In combat, each character, NPC or other eligible participant are allotted a number of actions that they can expend to make skill checks, perform attacks against targets of their choice, move throughout their environment, defend against incoming attacks or other things they can think of. Each participant receives 1 Standard Action, 1 Move Action and 2 Free actions to spend freely however they want. Below, the actions are described in detail.

Standard Actions

Standard actions are your bread and butter when it comes to doing almost anything. A standard action accounts for almost all skill checks (save a few) and attacking with melee or ranged weapons. You only get one a turn.

Move Actions

Move actions get you places, literally. Expending a move action allows you to run, swim or climb up to your full movement speed, use Acrobatics, control a mount while riding, move with the Surfing skill or spend your time focusing your aim on a target. You only get one a turn.

Free Actions

Free actions constitute things that can be done as if on reaction, or at least very quickly. With a free action, you may defend against an incoming attack, make a Perception check, drop prone, pick up an object, speak less than 3 sentences in order to use an Influence-linked skill or make an attack of opportunity. You only get 2 of these a turn, and they have a very important role in that they are your main line of defense against incoming ranged or melee attacks; if you spend them all on your turn, you won't have anything left throughout the round to defend yourself with!

Full-Actions

Full-actions are actions that use up your entire turn in the round. If you use a full-action, expect to not do anything until your next turn period. Pray you don't get attacked!

Combat Actions

Each type of action (Standard, Move, Free and Full) has a number of specific maneuvers or other undertakings that are related to them called combat actions. Combat actions may be used to grant bonuses or more effectively deal with your enemies, but by doing so, expend the action that they are related to from your available pool of actions given to you within the round and on your turn. A number of combat actions can be taken during one turn, if you have the appropriate amount of actions available. For instance you may sprint across the alleyway with your Move action and also make a running jump with the Acrobatics skill as a Standard action to make it over the fence blocking your way.

On the next page is a comprehensive list of combat actions, their bonuses and their corresponding linked actions.

Combat Actions

Name	Action Used	Brief Description
Aim	Standard / Move Action	After spending either a Move or a Standard action, you gain a +2 bonus to your next Ballistics or Melee check made to attack someone at range or in melee. Can be used twice for a maximum bonus of +4 to the next ranged attack.
All-Out Attack	Full-Action	After spending a Full-action, you attack a target and gain a +3 bonus to your melee attack against that target.
Attack	Standard Action	After spending a Standard action, you may make a Ballistics or Melee check in order to attack a target at range or in melee respectively.
Attack of Opportunity	Free Action	If a target attempts to leave melee combat without using the Withdraw action or moves past you without using the Sprint action, you may spend a Free action to make a melee attack against them. If you managed to deal damage, they are stopped beside you if you wish.
Called Shot	Free Action	You may spend a Free action and take a -2 penalty to your next attack in order to gain 1 damage or -1 DR. This can be used twice for one attack. Likewise, instead of gaining any damage or DR bonus, you may attempt to disarm or disable certain items or parts of a target with the DM's permission.
Charge	Move Action	After spending a Move action and as long as you moved at least 3 meters, you gain a +2 bonus to a melee attack made directly after moving.
Communicate	Free Action	After spending a Free action, you may speak less than 3 sentences in order to talk to allies or attempt to influence enemies with the Con, Intimidate, Negotiate or Barter skills.
Defend	Free Action	After being successfully attacked and spending a Free action, you may roll a Dodge or Melee check to dodge or parry an incoming attack.
Distraction	Standard / Free Action	After spending a Standard action, you may make a Distraction check against a target or group of targets. You may maintain the distraction by spending a Free action.
Fall Prone	Free Action	You may drop prone for a Free action. Ranged attacks made to hit you take a -2 penalty, but melee attacks made to hit you are made with a +1 bonus. Your Dodge or Parry checks against melee attacks are made with a -2 penalty.
Feint	Move Action	Spend a move action and make a Melee check against a target, opposed by their Melee or Perception skill. If you succeed, your next attack cannot be dodged or parried.
Grapple	Standard / Free / Full-Action	Grapple has an expanded description on the next page.
Harass	Standard Action	After spending a Standard action, you may make a melee or ranged attack against a target that deals no damage, opposed by dodge or parry. If you succeed, for every 2 DoS on your check, you grant a -1 penalty to the target's next check that they make. This penalty can stack up to 8 times.
Move	Move Action	Move up to your maximum related movement (Climbing, Running, Swimming). You can make Athletics check, and for every 2 DoS on the check, you move an extra 2 meters in speed. If used twice in a row, you may need to resist fatigue at the DM's discretion.
Nonlethal Attack	Standard Action	After spending a Standard action, you make a ranged or melee attack. If successful, you deal the ranged weapon's base damage or if in melee your base melee damage as fatigue. They may resist it with Toughness as normal.
Perception	Free Action	After spending a Free action, you may make a Perception check to search for things when not prompted to by the DM.
Reposition	Full-Action	For a Full-action, make a ranged or melee attack against a target that can be parried or dodged, with a -2 penalty to your roll. If you succeed you may move the target 2 meters, and for every 2 DoS, 2 more meters.
Skill Check	Standard Action	After using a Standard action, you may make a skill check when not prompted to by the DM, with the exception of any Skills used by other combat actions.
Sprint	Standard and Move Action	After spending both a Move and a Standard, you may move double your speed when climbing running or swimming, but must immediately resist fatigue.
Stand Up	Move Action	Stand up after falling prone for a Move action.
Takedown	Full-Action	For a Full-action, your next attack that deals damage knocks the target prone.
Teamwork	Free and Move Action	Aid an ally, granting them a +2 bonus to the next check they make. Two allies can aid the same ally for a total bonus of +4. Teamwork can be used outside of combat on various skill checks but only if the one using teamwork to aid another has the skill being used too.
Trip Up	Standard Action	For a Standard action, your next attack deals no damage but knocks the target prone.
Withdraw	Standard and Move Action	For a Standard and Move action you move away from melee at your full speed without needing to worry about Attack of Opportunities. You can't roll Athletics to cover more distance like with a normal Move action.

Grapple Explained

For a Standard action, you may make a melee attack (or if using a net gun or net, a ranged attack) against a target when attempting to subdue them, opposed by Dodge or parry as normal for an opposed attack check. If the target fails to defend against your grapple attempt, you have grappled them. They cannot use Move actions to move, nor can they use the Dodge skill. They cannot use ranged weapons while in grapple, without taking a -6 penalty to the Ballistics check and melee weapons that are too large similarly take a -4 penalty to the Melee check when used to attack. To maintain the grapple, the grappler need only expend a Free action, but is considered to be maintaining the grapple when using the Full-action option when using his turn to inflict fatigue.

On the grappler's turn, he is free to use a Standard action to make a Melee attack against his target, with a +3 bonus modifier to the a Melee check. The grappler also has the option to spend a Full-action to inflict 1 fatigue that cannot be resisted. Likewise, for a Free action when defending against a ranged or Melee attack, the grappler can roll Melee check made with a -3 penalty to move the grappled target in the way of the attack. In order to do this, the grappler must be aware of the attack coming at them. If the grappler is successful in the opposed check against the attacker, the grappled target takes the full damage from the attack. Enemies can bypass hostages by making a called shot action with a -4 modifier that does not impart any bonus damage or DR modifiers. In doing so, the grappler can only Dodge or parry as normal. The grappled target on his turn may spend a standard action to attempt to break free of the grapple, making a Melee

check opposed by the grappler's Melee check which is made with a +2 bonus modifier due to being in control of the grapple. If successful, the grappled target breaks free and automatically moves away at most 2 meters from the grappler. If the grappler succeeds then the grapple continues and the target's action is wasted. The grappled target may also attempt to gain control of the grapple by spending a Full-action and making an opposed Melee check against the grappler. The grappler does not receive any bonus modifiers to this check compared to when the grappled target is attempting to break free.

When in a grapple, the grappler can only move at half speed and may not roll an Athletics check to increase their speed. The grappler chooses whether or not the grappled target can speak or make noise.

Grapple-Related Actions	
Grappler	Target
Initiate Grapple: Make a Melee attack that deals no damage against a target; if successful the target is grappled.	Attack: Normal ranged attacks are made with a -6 penalty, Melee -4, depending on the weapon used.
Attack Grappled Target: Spend a Standard action to attack your grappled target in Melee with a +3 bonus modifier.	Break Free: Spend a Standard action and make a Melee check opposed by grappler's Melee +2. If successful, you are not grappled.
Fatigue Grappled Target: Spend a Full-action against a target to deal 1 fatigue to the target that can't be resisted. This action counts as maintaining the grapple.	Gain Control: Spend a Full-action to try and gain control of grapple. Make an opposed Melee check, success means you are now the grappler in the grapple.
Maintain Grapple: Spend a Free action on your turn to maintain your hold on your target.	Extra Info: When grappled, you cannot move nor can you use the Dodge skill. You cannot speak unless the grappler allows you to. The grappler can move you and himself at half speed.
Hostage Shield: Spend a Free action after being attacked, make a Melee check with a -3 penalty. If successful, damage from attack hits grappled target.	

Melee Attacks and Melee Attack Modifiers

Melee attacks are attacks made with various weapons that are thrust, or slashed at your enemies or used to bludgeon them. Unarmed combat falls under melee attacks, as would a sword or a spear. Melee attacks are opposed with the Dodge or Melee skill, Melee being used to parry the incoming blow. A melee attack can only be made against a target that the attacker can reach with his weapon and deal damage realistically. If two participants of combat are at least 2 meters apart, that means they are adjacent, and melee attacks can be made normally. To the right is a list of possible bonus or penalty modifiers that do not fall under a combat action.

Ranged Attacks and Ranged Attack Modifiers

Ranged attacks are attacks made with various ranged weapons that fling, shoot or throw something at your enemies. Throwing weapons like rocks or knives count, as do crossbows and slings. Ranged attacks are rolled with the Ballistics skill, and are opposed only by the Dodge skill, save for certain circumstances. Ranged attacks can be made against any target that can be seen and realistically fired upon, but after a certain range the Ballistics check made to hit the target will receive severe penalties. Firing a ranged weapon while in close quarters combat will also provide penalties to the Ballistics check. Ranged weapons that are mounted to vehicles are also considered ranged attacks, but are rolled with the Gunnery skill. To the right is a list of possible bonus or penalty modifiers for ranged attacks that do not fall under a combat action.

These modifiers are hardly all-encompassing and your DM is free to come up with some on the fly if the need arises.

Melee Modifiers	
Friends in Melee	+1 Bonus for Each Ally Fighting the Same Target as You up to +4.
Target is Prone	+1 Bonus to Hit a Prone Target.
Target is Helpless	+4 Bonus to Hit the Helpless Target, +1d6 Damage to the Attack.
Superior Position	+2 Bonus for Being on Higher Ground or Having a better position than your target.
Target has Partial Cover	-2 Penalty to Hit, Target Granted +1 Bonus Modifier to Parry.
Target has Good Cover	-4 Penalty to Hit, Target Granted +2 Bonus Modifier to Parry.
Attacking With Off-Hand	-2 Penalty to Hit the Target When Attacking with Non-Dominant Hand.

Ballistics Modifiers	
Friends in Melee	-3 Penalty for Each Ally Fighting the Same Target as You in Melee, Up to a -6 Penalty Modifier.
Target is Prone	-2 Penalty to Hit a Prone Target.
Target is Helpless	+3 Bonus to Hit the Helpless Target, +1d6+1 Damage to the Attack.
Vantage Point	+1 Bonus to Hit and All Cover Goes Down One Step, Good Cover Becomes Partial, Partial Cover is Considered as No Cover.
Target Has Partial Cover	-3 Penalty to Hit the Target.
Target has Good Cover	-6 Penalty to Hit the Target.
Attacking With Off-Hand	-2 Penalty to Hit the Target When Attacking with Non-Dominant Hand.
Firing Within Melee	-5 Penalty to Hit a Target When Being Attacked In Melee.

Damage and the Difference Between Luck and Integrity Damage

There are two types of damage in CATastrophe, Luck damage and Integrity Damage. Just what type of damage is assigned to a specific person depends on whether or not they have one or the other of these two special attributes. Luck is generally reserved for Player Characters (PCs) and rival Non player Characters (NPCs) that would match them in ability,

while Integrity is your garden variety hit point for NPCs that don't fit the rival NPC bill. Damage only changes to Luck or Integrity damage after the PC or NPC that uses the Luck Attribute or Integrity Attribute takes it. For example, your character is hit for 5 damage; that damage taken is now Luck damage, as all PCs use the Luck attribute.

Every successful attack deals at least 1d6 worth of damage, modified further by things like the weapons, ammo and your character's base melee damage. Melee attacks add your character's base melee damage, (a secondary characteristic generated by dividing your Power attribute by 3, and rounding to the nearest whole number normally) the weapon's damage score and any bonus damage granted by combat actions or advantages to the d6 damage roll. Ranged attacks add their weapon damage score as a base, further modified by the ammunition used and any bonus damage granted by combat actions or advantages to the d6 roll. Throwing weapons do not have a weapon base, and instead add your base melee damage in lieu of a weapon damage score like other ranged attacks.

Melee, Ranged and Throwing Weapon Damage Calculation	
Melee	Base Melee Damage + Weapon Damage Score + Bonus Damage + 1d6
Ranged	Weapon Damage Score + Ammunition Damage + Bonus Damage + 1d6
Throwing Weapons	Base Melee Damage + Throwing Weapon Damage Score + Bonus Damage + 1d6

Luck Damage

Each PC has a Luck Attribute that denotes how lucky they are and how often fate will bend like a willow for their benefit. When attacked by an enemy, critter or

even a friend, a person with Luck who fails to defend against such an attack and receives damage simply 'lucks' out of the blow, is only grazed by the spear thrust or the bite only rips clothes. Luck also has the added benefit of possibly reducing the Luck damage dealt by one, provided that chance is favoring you. Every time you take an amount of damage from one attack, flip a coin. If you get tails, that amount of damage is reduced by one; if you get heads there is no change to the damage amount. For groups without access to coins such as those playing online, simply roll a d6. If your roll amount is 1, 2 or 3, you similarly reduce the incoming damage by 1.

Luck Coin Flip or D6 Damage Reduction

After All Forms of Damage Reduction, if a character with Luck takes Luck Damage, They May Flip a Coin or Roll a D6. On the Result of Tails on the Coin or 1, 2 or 3 on the D6, the final amount of Damage is Reduced by 1.

Luck is grand in terms of keeping you structurally sound but this can only go on for so long until your Luck runs out, at which point if you get attacked, fail to defend and are dealt damage, you'll suffer from an injury. Injuries will be explained further on in the injuries and Fatigue area in the Combat Section. Luck however, regenerates at the beginning of a new scene. Just what a scene entails is up to the DM, but it is generally assumed that after combat resolves and the fallout is dealt with, the scene is changed.

Integrity Damage

Each NPC, save for the rare Rival NPC, uses Integrity as their special damage-related Attribute. Integrity is only a standard representation of how many hits one can take before things start getting serious and mere bruises or scrapes turn into wounds

and injuries. When an NPC using Integrity reaches 0 Integrity, the NPC takes one injury. If the NPC is attacked, fails to defend and takes damage again, they take another injury. This goes on until the NPC has reached half their maximum injury limit, at which point the NPC falls unconscious. If the NPC is attacked again in this state, they may die at the DM's discretion, although it is recommended that any death of an NPC be appropriate to the narrative. Unlike Luck, Integrity does not regenerate after every scene, and NPCs missing Integrity who wish to regain it must instead be treated with the Medicine skill or rest. A successful Medicine check heals the target 1d6 + 1 for every 2 DoS gained on the check. After being treated, an NPC cannot be treated again for another 24 hours. If an NPC opts to rest to regenerate their Integrity, they regain 1d6 worth of Integrity for 8 Hours of complete, uninterrupted rest.

Damage Reduction (DR)

Damage Reduction, or DR, is a modifier that all PCs, NPCs, weapons and armor have. When a target is attacked, all DR modifiers are added together, and the final total reduces the incoming damage by the DR score. All characters have a personal DR modifier which is equal to the character's Willpower divided by 4, rounded normally, the result being positive and a base melee DR modifier, equal to -1 melee DR for every 6 points they have in their Agility score. For instance, a character with Willpower of 6 and Agility of 7 would have +2 personal DR for when they themselves are attacked, and -1 base melee DR, for when they attack another with a melee attack. Despite 'Lucking' out of blows, PCs still take damage to their Luck, and DR still applies. The Luck coin flip is dealt with after all forms of Damage Reduction are dealt with, and even if the final DR score was

negative, the coin or D6 roll always has a chance of lowering the final damage amount by 1.

All weapons and ammunition have a Damage Reduction modifier which is usually negative, as a negative DR modifier subtracts from any positive DR provided by a character's personal DR and the DR of their armor. Likewise, armor has a positive DR modifier that adds to the character's personal DR when taking damage. Bonus DR modifiers gained from combat actions, advantages or circumstance add to the total if they are applicable.

For example, your character that has a personal Damage Reduction of +2 is attacked by a pirate with a rusty old sword, and you couldn't get out of the way in time before the sword connects. The pirate has a base melee DR of -1, and his rusty old sword has a DR modifier of -1 as well, -2 DR added to the total from his attack. Luckily, your character is also wearing a bit of padded clothing, providing a +1 DR modifier, so your defense from your Personal DR modifier of +2 and your padded clothing added together adds +3 DR to the total of the attack. After adding the pirate's and your own DR together, the final DR modifier is +1. When the Pirate totals up the damage he inflicts upon your character, it is reduced by one before possibly being further reduced by a lucky roll of a d6 or coin flip on your part.

Damage Reduction (DR) Modifier Sources	
Personal DR	A Free Positive DR Modifier Equal to WIL Score ÷3, Rounded normally.
Armor	Grants a Positive DR Equal to its Stat Line, Improved by its Quality Tier.
Base Melee DR	A Free Negative DR for Attacks Equal to -1 for Every 6 Points in AGI.
Weapon DR Score	Grants a Negative DR Score Equal to its Stat Line, Improved by its Quality Tier.
Ammunition DR Score	Grants a Negative DR Score Equal to its Stat Line.
Bonus DR	Negative or Positive DR that can be Gained From Combat Actions, Advantages, or Circumstance.

Armor Degradation

If the DR total for an attack is ever negative and the target of the attack is wearing armor, the attack does not gain bonus damage. It instead lowers the target's protective armor's DR modifier by 1 temporarily, the DR regenerating at the end of the scene. If the target's armor's DR modifier is reduced to zero before it can regenerate, it permanently reduces its DR modifier by 1, until it can be repaired with a related craft skill. This can also drop Forged or Advanced quality armor down a tier in quality, or destroy Salvaged armor if the damage is not repaired and the armor is damaged again. A Salvaged piece of armor or other protective clothing is destroyed when its DR bonus permanently reaches zero. A Forged piece of armor or other protective clothing is damaged when its Forged DR bonus is lost and if it is damaged again, it is reduced to Salvaged quality and is in need of repairs. If the piece of armor's DR modifier is at zero from this second damaging or any subsequent damaging that would leave it at zero, it is broken and destroyed. Advanced pieces of armor or other protective coverings are damaged and reduced to Forged quality after being damaged two times without having been repaired. It is then considered Forged quality until it is repaired, or it is damaged further. For more information on the 3 gear qualities, Salvaged, Forged and Advanced, go to the Gear Qualities area of the Gear Section. Many different types of gear may also be damaged and degraded in quality similar to armor, but it is up to the DM how such degradation occurs.

Injuries and Fatigue

Eventually, everyone's Luck runs out. If you happen to be hit after running out and being stuck at zero Luck, you take an

injury. An injury is a wound or otherwise debilitating effect placed upon one of your attributes other than Luck due to the previous attack. An injury grants an immediate -3 penalty to all checks involving one attribute of your DM's choice, based usually off of how the attack was described. If you are hit across the head, your Savviness may take an injury, if your leg is slashed at with a sword, your Agility may take one, etc. The -3 applies to all checks involving that Attribute, so all checks where the injured Attribute is the primary or secondary Attribute take -3. You can take up to a maximum of 2 injuries on one attribute, and you can only withstand up to a number of injuries equal to 2, plus your Willpower attribute divided by 3 (Rounded to the nearest whole number) before falling unconscious. NPCs and other users of Integrity pass out upon receiving half that amount, and may die if they receive their maximum. Injuries are healed after three scene changes since the injury was taken, or 3 are healed if you spend 8 hours resting without being interrupted. The Medicine skill can also be used to treat injuries. For every 3 DoS on the check, 1 injury is healed.

Fatigue is similar to injuries, but less severe. Upon taking one fatigue, you incur a -2 penalty to all checks, but any fatigue gained after that does not incur any more penalties. Like injuries, characters and NPCs can receive up to 2, plus their Willpower attribute divided by 3 (Rounded to the nearest whole number) fatigue before going unconscious. Fatigue can be removed with an hour of rest, or with the Medicine skill. For every 2 DoS on the Medicine check, 1 fatigue is removed. If all players pass out from injury or from fatigue, it is recommended that instead of killing them, they have certain gear or plot specific items removed. And remember, getting kidnapped by pirates is always an option.

Character Creation

In order to have agency within the world the DM provides, players will need to create characters. Character creation in CATastrophe can seem a bit puzzling at first, so it is recommended that you roll your character up with the DM's guidance and supervision, with another player or the whole group for your first time. Character creation is composed of a fair number of steps, and it is recommended that you keep scratch paper or an empty text document to keep note of rolls and the like before transferring it to an actual character sheet. The DM must make a few decisions and relay his choices before character creation on certain optional rules, namely whether or not he wants to impose racial attribute Main Favored and Favored restrictions, or let the players choose which attributes are Main Favored and Favored. If he has not, you as a player should inform the DM to do so. Detailed below are the steps of character creation, starting with attributes and ending with the most time consuming of steps, Gear point allocation. Each step will be detailed individually, in order in which they appear below. Remember to reread the text or consult your DM when you are unsure of what to do; there's nothing worse than wasting time when you don't know how to do something right.

Steps of Character Creation
Attributes
Attribute Modifiers and Race
Secondary Characteristics
Craft and Knowledge Skills
Skill Points
Specializations
Disadvantages
Advantages
Gear Points

Attributes

The first step is Attributes, which are your character's raw talent in 5 different broad categories. The 5 Attributes are: Power (POW), Agility (AGI), Willpower (WIL), Savviness (SAV) and Luck (LUK). Once you have rolled for your Attributes, you are free to apply the rolls to any attribute of your choosing. **To determine the base totals of your attributes you must roll 5d6, rerolling 1s.** After allocation of each d6 roll to a single attribute, you then move on to attribute modifiers, or race, depending on your DM's choice before character creation began.

Base Attribute Roll Equation

5d6, Reroll 1s and Distribute One d6 Roll Amount to Each Attribute

Attribute and attribute modifier rolls should always be rolled in front of your DM or some sort of proof be provided to the DM in order for the rolls to be considered legitimate!

Attribute modifiers don't reroll 1s at all like normal attributes do; if you roll it, tough luck!

Attribute Modifiers and Race

Each race grants a positive modifier of 2d6 to a Main favored attribute and 1d6 to a Favored attribute, added to each attribute in question's base score. If your DM has decided to forgo race restrictions for these modifiers, you as the player are free to add 2d6 to one attribute of your choice and 1d6 to another attribute of your choice, so long as they are not the same attribute. The maximum total for attributes in the game, both during character creation and in play, is 13. However, if you roll over 13 on an attribute, the number in excess of 13 is not lost, and you may distribute them in any way you see fit to your other attributes. For example, say you rolled a 6 on your base Main Favored Attribute, and then proceeded to roll 2 more 6s for the attribute modifier roll. Your total Attribute score is 13,

instead of 18 and you now have 5 points in which you can divide amongst your other attributes any way you please, whether it be all 5 into your lowest score, or evenly distributing 1 point into 3 and then 2 into one attribute. This will only ever occur if you roll surprisingly well on your Main Favored modifier roll, so consider it a sign that the dice gods roll in favor of your character.

Each race is differentiated by their ears and tails, as well as some slight predispositions and cultural differences. These are not always the case with every individual in each sub-race of the Kemomimis, as there will always be those who break the mold. Once you have chosen your character's race, you are free to move on to the next step after applying that race's Main Favored and Favored modifiers, skipping that application if your DM allowed you to apply the modifiers however you please.

Race Main Favored and Favored Attributes	
Catfolk (Nekomimi)	Main Favored: Agility Favored: Willpower
Dogfolk (Inumimi)	Main Favored: Power Favored: Savviness
Rabbitfolk (Usamimi)	Main Favored: Luck Favored: Agility
Bearfolk (Kumamimi)	Main Favored: Willpower Favored: Power
Foxfolk (Kitsumimi)	Main Favored: Savviness Favored: Luck
Player Choice (race does not affect modifiers)	Main Favored: Any Favored: Any (Cannot be the same)

Catfolk, or Nekomimi, are quick, agile and curious about the world around them. They can be scatterbrained at times, but they're passionate about their interests. Nekomimi are the most populous of all the races, but rarely occupy positions of leadership due to their carefree nature. The vast majority of shiny divers are Nekomimi due to their curiosity and tendency to explore. Their Main Favored Attribute is

Agility and their Favored is Willpower. Nekomimi names tend to be short and colorful, evoking the sounds of cats from the age of the Earless. Nekomimi usually have no surnames, and often consider everyone close to them members of their family. Male Nekomimi often have multisyllabic names like Miao, Maon and Nyo. Female cats lean towards shorter names like Mew, Nel, and Nir.

Dogfolk, or Inumimi, are strong and intelligent, often taking positions of leadership or working with common shinies due to their more careful nature. Inumimi generally are loyal to a fault, and are faithful members of the communities they live in. Inumimi who aren't living in settlements tend to make great captains or high ranking sailors aboard vessels. Salvaging, treasure hunting or trade all are equally natural pursuits for an unfettered Inumimi. Their Main favored attribute is Power and their Favored attribute is Savviness. Inumimi names tend to be sharp and powerful in sound and Inumimi usually have surnames as they view family as something important. Male Inumimi have names like Wan, Rex, and Rulf. Female Inumimi have names like their counterparts, with an -E ending like Woofe, Arfe and Rufe.

Rabbitfolk, or Usamimi, are fast and as good at getting out of trouble as they are at getting into it. They tend to wander in their youth more than most, looking for a place where they can settle. Many continue to travel happily for the rest of their lives, sustaining themselves by lucking upon rare commodities or trading rumors heard in their travels. When Usamimi settle down, they go all out- large numbers of children are extremely common for Usamimi. their Main Favored attribute is Luck and their favored Attribute is Agility. Usamimi names are usually Japanese in flavor, with a family and

personal name; family name being used in public settings and their given name being used in private.

Bearfolk, or Kumamimi, are tough, sturdy and determined. They take up residence where they are needed, usually becoming mediators, traders or roving freelancer-sailors of all dispositions. Once a Kumamimi is set in its ways, it can be a challenge to change its mind. Kumamimi make up the majority of salvage divers and builders due to their strength, natural tenacity and ability to handle job pressures. They often find themselves a trusted individuals onboard vessels and in settlements. Their Main Favored attribute is Willpower and their Favored Attribute is Power. Kumamimi names are hard-sounding and boisterous, tending towards two or three syllables and favoring the letters V and R. Male Kumamimi have names like Raul, Roth, and Varon. Female Kumamimi tend to have names like Vira, Revin, and Rova.

Foxfolk, or Kitsumimi, are clever and slippery, always interested in new and exciting artifacts; they tend to be disinterested in the affairs of others in favor of a new breakthrough. It's hard to get a Kitsumimi to relax when she'd rather be experimenting with some new shiny. Diving foxes are proportionally the rarest of all the races, with most ship-born foxes preferring navigation and repair of both vessel and salvage. Their Main Favored attribute is Savviness and their Favored Attribute is Luck. Kitsumimi names tend to be the names of Earless objects, titles, phrases, organizations, or abbreviations and sometimes contain punctuation of their own. Many Kitsumimi also give themselves a title as a part of their name. Male and Female Kitsumimi names are rarely significantly different, featuring names like Rebar, Tablet, Doc, Archer, Cryo, Gov., or Sale!

Secondary Characteristics

Each attribute has certain base characteristics that are derived from their totals. Such things include swim speed, carrying capacity, initiative bonus, free skill and gear points, running speed, free advantages and the like. Below is a full comprehensive list, detailing each attribute's secondary Characteristics and their equations. Their descriptions are labeled further on. All rounding is done normally, rounding to the nearest whole number when able. 5 divided by 3 is rounded to 2. Similarly, 9 divided by 2 is rounded to 5.

Secondary Characteristics	
Power (POW)	
<u>Carrying Capacity:</u> 12.5 Kilograms per 2 Points in POW	<u>Throwing Weapon Range:</u> 6 Meters + 3 Meters per 3 Points in POW
<u>Swimming Speed:</u> 2 Meters per 2 Points in POW	<u>Base Melee Damage:</u> POW÷3 (Rounded to Nearest Whole Number)
Agility (AGI)	
<u>Running Speed:</u> 6 Meters +2 Meters per 2 Points in AGI	<u>Climbing Speed:</u> 3 Meters +2 Meters per 2 Points in AGI
<u>Initiative Bonus:</u> AGI÷2 (Rounded to Nearest Whole Number)	<u>Base Melee Damage Reduction Modifier:</u> -1 for Every 6 Points in AGI
Willpower (WIL)	
<u>Personal Damage Reduction Modifier:</u> WIL÷4(Rounded to Nearest Whole Number)	<u>Maximum Injury Amount:</u> WIL÷3(Rounded to Nearest Whole Number)+2
<u>Free Gear Points:</u> WILx3	<u>Maximum Fatigue Amount:</u> WIL÷3(Rounded to Nearest Whole Number)+2
Savviness (SAV)	
<u>Free Advantages:</u> 1 Advantage for Every 3 Points in SAV	<u>Free Knowledge/ Craft Skills:</u> 1 Free for Every 2 Points in SAV
<u>Free Specializations:</u> 1 for Every 6 Points in SAV	<u>Free Skill Points:</u> SAV + WIL
Luck (LUK)	
<u>Critical Hit Chance:</u> With 1-8 Luck, Critically Hit on the Roll of a 1 With 9-11 Luck, Critically Hit on Roll of a 1 or 2 With 12 Luck, Critically Hit on a Roll of a 1, 2 or 3	

Power Secondary Characteristics

A character's carrying Capacity is equal to 12.5 kilograms per every 2 points they have in their Power (POW) attribute. A person with 6 POW would have 37.5 kilograms of maximum weight they could carry without becoming over encumbered. A character's throwing weapon range, or the maximum distance they can throw reliably, is equal to 6 meters plus 3 meters for every 3 points they have in their POW attribute. A person with 6 POW would have 12 meters in which they could throw an object reliably without incurring modifiers. A character's swimming speed is equal to 2 meters for every 2 points the character has in their POW attribute. A character with 6 POW would move 6 meters on average on the expenditure of a move action when swimming. A character's base damage when attacking with a melee weapon is equal to their POW attribute divided by 3. (Rounded to the nearest whole number) A character with 6 POW would have a base of 2 melee damage, further augmented by their melee weapon of choice.

Agility Secondary Characteristics

A character's running speed is equal to 6 meters plus 2 meters for every 2 points they have in their Agility (AGI) attribute. A character with 6 AGI would have an average running speed of 12 meters, and can move up to that distance when expending a move action on land. A character's climbing speed is equal to 3 meters plus 2 meters for every 2 points they have in their AGI. A character with 6 AGI can climb up to 9 meters after expending a move action to climb or scale a surface. A character's initiative bonus is derived from their AGI score divided by 2, rounded to the nearest whole number. A character with 6 AGI would have a +3 bonus to the 1d20 roll, adding 3 to the amount rolled before comparing your amount to the rest of the participants in combat. A character's base melee damage reduction modifier is equal to -1 Damage Reduction (DR) for every 6 points they have in their AGI attribute. A character with 8 AGI would have a base DR modifier of -1, which would subtract 1 DR from an enemies' damage

reduction before damage is resolved after being struck in melee by the player.

Willpower Secondary Characteristics

A character's personal Damage Reduction (DR) modifier is equal to their Willpower (WIL) divided by 4, rounded to the nearest whole number. A character with 6 WIL would be granted +2 DR as a base DR modifier that is used to reduce incoming damage by its rating. A character's maximum injury amount is equal to their WIL divided by 3, rounded to the nearest whole number, plus 2. A character with 6 WIL could take 4 injuries before being rendered unconscious and be removed from play until they can recuperate. A character's maximum fatigue amount is equal to WIL divided by 3, rounded to the nearest whole number, plus 2, similarly to maximum injury amount. A character with 6 WIL could take 4 maximum fatigue before being rendered unconscious and removed from play until they can recuperate. A character's free gear points are equal to their WIL multiplied by 3. A character with a WIL of 6 has 18 gear points to spend. Gear points are covered in their own step of character creation.

Savviness Secondary Characteristics

A character's free Advantages are equal to 1 advantage for every 3 points they have in their Savviness (SAV) attribute. A character with 8 points in their SAV attribute receives 2 free tier 1 Advantages that they can pick at character creation. Advantages are covered in their own step of character creation. A character's free specializations are equal to 1 specialization for every 6 points in their SAV attribute. A character with 7 SAV would have 1 free specialization of their choice. Specializations are covered in their own step of character creation. A character's free Knowledge/Craft skills are equal to 1 free skill point specifically for Knowledge/Craft skills or every 2 points they have in their SAV attribute. A character with 6 SAV would receive 3 skill points that can only be used on knowledge or craft skills. Knowledge and Craft skills are covered in their own step of character creation. A character's free skill point amount is equal to their SAV attribute and their WIL attribute added together. A character with 6

SAV and 6 WIL has 12 skill points to allocate to various skills of his choice. Skill points are covered in their own step of character creation.

Luck Secondary Characteristics

A character's critical hit chance is dependent on their Luck (LUK) attribute score. Every character can land a critical hit with the roll of a 1, or Super Success. However, if your LUK attribute is 9, 10 or 11, you also critically hit on an attack with the roll of a 2. On top of the previous bonus, if your LUK attribute is at 12 or above, you critically hit when you roll a 3, 2 or 1 on an attack. A critical hit provided by successfully rolling 2 or 3 is not a Super Success and can still be defended against.

Knowledge and Craft Skills

Knowledge and craft skills are similar to normal skills in that they can have a maximum of two skill points and can have their skill points spent similarly to normal skills. A character receives 1 free skill point for every 2 points they have in their Savviness (SAV) score. These free skill points are for knowledge and craft skills only, any skills with two skill points in them count against the maximum total of 2 skills with max skill points during character creation rule. Some players may find that the free skill points provided are not enough. Regular skill points may be spent on knowledge and craft skills as well. While knowledge skills have their skill points spent just as normal skills do, craft skills are slightly different. When spending 2 skill points on a crafting extended check, they do not instantly succeed; instead they have 3 choices from which they must pick before the roll. They can gain 8 degrees of success (DoS) on the check automatically, further augmented by any DoS gained by the roll. They can also halve the time of the interval of the extended check. An example of this would be if a week was how long it would take for the check to be made; instead the interval would be 3 and half days after

being halved. As well as the two above choices they also gain the ability to reroll twice after the initial roll, but cannot keep past rolls after rerolling.

Craft Skill 2 Point Expenditures
2 Skill Points Spent Before a Roll: Automatic 8 DoS added to the Roll
2 Skill Points Spent Before a Roll: Interval For the Check is Halved
2 Skill Points Spent Before or After a Roll: After Initial Roll, May Reroll Twice. Cannot Keep Past Rolls After Rerolling

Skill Points

Skill points are points that a player may allocate to certain skills that they wish their character to have aptitude or training in. A character gains a number of free skill points equal to their Savviness (SAV) attribute and their Willpower (WIL) attribute added together. When a player uses a skill without having the appropriate skill point allocated in the skill, it is called defaulting. Defaulting on a skill incurs a -4 modifier to checks made with that skill. When defaulting on certain skills, the check will automatically fail unless the player rolls a 1 on the d20, also known as a Super Success. Having skill points in a wide array of skills can come in handy, especially if your group is small or you are playing in a campaign where specialization is not the best option. Each skill can take a maximum of two skill points. Having two skill points in a skill grants a +1 bonus to all checks made with that skill, until a skill point is spent.

Skill Point Expenditures
1 Skill Point Spent Before a Roll: +5 to the Roll.
1 Skill Point Spent After a Roll: The Character May Reroll the Previous Roll With That Skill.
2 Skill Points Spent Before a Roll: Instant Success as if the Roll Was a Super Success

Skill Point Spending

Skill points have a secondary function called 'spending' where they may be 'spent' before or after a roll. A character spending skill points is essentially pulling out their tricks of the trade they've learned through hands on experience in a pinch. However, the character is left slightly drained after having to go the extra effort in order to keep up with the situation. When a skill point is spent before the check, that roll is made with a +5 bonus. Skill points can also be spent after the fact in order to reroll. Rerolling with the use of a spent skill point may only be done before the action resolves. On top of single skill point expenditures, 2 skill points can be spent at once before a roll is made to instantly succeed on the check with that skill, as if the character had rolled a Super Success. Spent skill points only regenerate at the beginning of the next session of play, or if there is a suitable narrative break, such as if the character spent a day resting. A DM may disallow the regeneration of skill points if it seems out of place for characters to have them in certain scenarios. Having no skill points left in a skill incurs a -3 to all checks until the skill points regenerate. It should be noted that only 2 skills can have the maximum amount of 2 skill points placed in them during character creation. More skill points can be purchased through the Merit Character Advancement System during play.

Specializations

Specializations are a situational bonus that can only be taken once per skill. A character receives a free specialization at character creation for every 6 points they have in their SAV. The bonus is a +1 modifier, and on top of this, specialized skills do not incur the -3 negative modifier on that skill

when all skill points are spent. However, they lose the +1 bonus in the process until the skill points are regenerated. Specializations can be purchased after character creation through the Merit Character Advancement System. What constitutes as a specialization can be debated and it is highly recommended you get your DM's permission on your choice of specializations.

Example Specializations	
Ballistics	Throwing Weapons, Heavy Weapons, Single-Handed, Bows, ETC
Dodge	Ranged, Melee, ETC
Perception	By Sense, Searching, Awareness, Social Cues, ETC
Perform	By Instrument, Type of Performance, ETC
Medicine	First-Aid, Intensive Care, Sickneses, ETC
Melee	Bludgeoning, Blades, Two-Handed, ETC

Disadvantages

Disadvantages are player-chosen flaws that are applied to a character at character creation. Disadvantages were created with character depth in mind. Many disadvantages could easily give inspiration for backstories, as well as make your character generally more relatable and come off as more "human" due to his or her flaws. All characters are required to take one disadvantage at character creation. Some players may want to choose more than just one disadvantage during character creation and, if they choose to, they are rewarded with a few free tier 1 advantages. Free Tier 1 advantages are granted to the player for their character equal to one free advantage for every two disadvantages the player has taken for the character. The required disadvantage that must be taken at character generation also counts as one for the total. For instance, taking one disadvantage along with the

required disadvantage grants one free Tier 1 advantage for you to choose for your character. You may only receive two Tier 1 advantages through disadvantages; the maximum amount of disadvantages that a player can take is five disadvantages at character creation. You may take more than five with DM permission, but all disadvantages taken after the first five do not count towards calculating Tier 1 advantage rewards from disadvantages. All advantages gained from disadvantages still must have their prerequisites met, similarly to free advantages gained through the SAV score.

While disadvantages are player-chosen at character creation, a DM may apply story-appropriate disadvantages if he so chooses. Likewise, if a player roleplays overcoming certain disadvantages, gets DM permission or both, they are free to spend an amount of Merit points to remove disadvantages during play. DM permission is regularly required when doing this, as some disadvantages cannot just simply be “bought off.” It is imperative to work with your DM to find a realistic solution, whether it be social, medical, environmental or situational.

Likewise, to take some disadvantages you must have your DM’s explicit permission. A list of disadvantages that require DM permission reads as follows:

Amnesia, Dependent, In Debt, Nemesis and Secret

The reasoning’s behind getting your DM’s approval for these five disadvantages is simple; they can be abused or your DM will have a part at messing with your character, via backstory or character creation choices. It is recommended that you always get your DM’s approval when

going over disadvantages, but these five choices are required.

Disadvantages should not be considered something outright negative to your time playing the game; if anything, they should be considered enjoyable. What’s fun about playing a relatively perfect character? On the next page is a list of disadvantages for you to choose from. Unlike advantages, there are no tiers of disadvantages, just one big list. If, for whatever reason, you don’t find a desired disadvantage for your character, feel free to discuss something else with your DM; homebrewing up rules is always an option! A disadvantage should always grant either a relatively small penalty that overarches an entire subset of skills, a large penalty for a more specialized area of a skill or skills, a bonus to an enemy when they perform certain actions against you or have some form of in-character penalty, similar to Unwanted Attention, Wrong Place Wrong Time or Compulsion disadvantages.

Disadvantages Information	
Requirements	All characters are required to take one disadvantage at character creation.
Maximum Amount of Disadvantages at Character Creation	A total of 5 disadvantages can be taken at character creation, including the required 1 disadvantage. DMs may allow more, but the extra disadvantages do not count towards advantage rewards.
Advantage Rewards for Extra Disadvantages	For every 2 disadvantages taken, the character gets 1 advantage. The required disadvantage counts towards obtaining an advantage.
Removal of Disadvantages	Disadvantages can be removed with DM permission and roleplay. When a disadvantage is removed, the player spends a number of Merit points from their character’s sheet.

Disadvantages List
Expanded Descriptions On the Next Page

Name	Brief Description
Addiction	You are addicted to something. You take -2 to all actions when suffering from withdrawals.
Allergy	You are allergic to something and take -2 or -4 to all actions when around the thing in question.
Amnesia	You don't remember who you are or where you came from!
Bad Reputation	You take a -3 to influence-related checks when someone knows about all that stuff you did.
Berserker	You cannot leave combat until you're sure your enemy won't be having a nice day tomorrow.
Cat Nap	You like to nap. A lot. If you don't get your nappin' fix, well.. Things tend to go sour for you.
Childlike	You look like a kid so no one takes you seriously!
Clumsy	You tend to be not so good at the balance, the catching or the locomotion.
Compulsion	Every once in a while you feel you just need to do something.
Dependent	You have someone you need to look after, someone you can't just get rid of.
Easily Distracted	You can't help but fall for every trick. You take -3 to all Composure checks to resist Distraction.
Expressive	You take a -2 to all Con checks, and enemies gain +2 to Intimidate when interrogating you.
Illiterate	You can't even read Cat Scratch, let alone Earless words.
Impaired Movement	Your running, climbing or swimming speed is halved.
Impaired Sense	You take a -3 to all Perception checks with one sense.
In Debt	You owe somebody something, and they aim to make you pay - or else.
Inept	Choose two skills; you are horrendously bad with those skills.
Lock Up	When a fight breaks out, you spend the first turn frozen in place.
Lonely	You can't stand being alone! You take a -2 to all checks when there are no companions near.
Naïve	You're pretty gullible. Others gain a +2 to Con against you and the DM may tell you fake info.
Nemesis	You have an enemy or rival who calls themselves your nemesis.
No Self Control	You have trouble controlling yourself sometimes, much to your friend's dismay.
Nocturnal	You sleep during the day, and are active at night. This can be a problem during the day..
Oblivious	Perception checks to notice things happening around you are made at -2.
On the Fritz	Whenever you deal with electronics, they have a chance to just go crazy.
One Trick Pony	Choose a skill, and then specialization for that skill. You take -3 to all other types other than that.
Pacifist	You're not one for fighting, unless it's for self-defense.
Persistent Injury	You took an injury you never really healed from. The first time you take fatigue, you take another.
Phobias and Manias	You have a mania or phobia in which you are obsessed with or afraid of.
Poor Immune System	You take -3 to all Toughness checks made to resist sickness, disease and poisons.
Scaredy Cat	You take a -2 to all composure checks to resist fear and Intimidation.
Scarred	You take a -4 to Negotiation checks and Con checks, but gain +1 to Intimidate Checks.
Secret	You have a dark secret that could ruin you if it came to light!
Slow to React	You only have one free action available for Dodge or Parry checks.
Stick Out Like a Sore Tail	You take a -2 to Distraction checks with and without gear if you are seen by the target.
Uneducated	You double the defaulting modifier for certain Knowledge and Craft skills you don't know.
Unlucky	Bad things just tend to happen to you. Whenever you roll a Super Slip Up, things go even worse.
Unwanted Attention	Strangers just seem attracted to you like flies and are always causing you trouble.
Vulnerable	Your base DR is halved. After being attacked in a round, others get +1 to hit you.
Wanted	Some group or settlement has a bounty on your head!
Wrong Place Wrong Time	Where ever you go, whatever you do, things tend to get crazy real quick.

Disadvantage Expanded Descriptions

Addiction

Prerequisite: None

Hey man, when you're jonesing for a fix, how low will you go? Choose a consumable, type of event or action, or even a person. You must experience this thing once per session, or once every few days lest you suffer from withdrawals. Withdrawals inflict a fatigue that cannot be healed and a -1 to all actions until you experience your addiction. As an example, the thing you are addicted to should be bad for you, or semi-hard to obtain or do.

Allergy

Prerequisite: None

Allergies. Can't live with them, definitely can live without them. Choose something that you wish to be allergic to. When exposed to this thing, you take a -3 penalty to all checks and when this object is used to attack you, or applied to a weapon used to attack you, it gains -2 Damage Reduction modifier. Exposure may be inhalation, physical contact or proximity depending on the thing in question.

Amnesia

Prerequisite: DM Permission

Waking up without any idea of where you are, who you are and what the heck you were doing before can be quite terrifying. Hopefully you didn't make a lot of enemies in your life before! Upon choosing this disadvantage, your DM has gained partial control over your character. Your DM applies your skill points however they choose, including craft and knowledge skills and other disadvantages. You are unaware of what skill points or disadvantages you have, until you use the skill in question or the disadvantage comes up in play. Your character's past is also created by your DM, and is fully remembered by your character when this disadvantage is bought off with Merit points. Disadvantages taken by the DM for the character still grant advantages, and the player may choose what they are as normal.

Bad Reputation

Prerequisite: None

Whether you are a known pirate, criminal or just have a penchant for messing with others, people are aware of your previous and current actions, and they do not approve. You take a -3 penalty with those who know about your past deeds to Negotiation, Barter and Con. Intimidate is the only Influence related check unaffected, and those who do not know who you are would otherwise treat you as they would normally if you did not have Bad Reputation.

Berserker

Prerequisite: None

Whether it is extreme stupidity, suicidal intentions or something else entirely, you've got guts! When you enter combat, you may only leave after defeating your opponents. If you need to fall back, or make a tactical retreat or if you've become too injured to fight, you must pass a Composure check made with a -3 penalty.

Cat Nap

Prerequisite: None

Sleeping is great! Catching extra naps on top of sleeping at night is great too! Unless you need a nap to stay alert, that is. You require a nap of at least 2 hours before the evening or you take one Fatigue that is unable to be resisted. During this time you can do nothing but sleep, and, if interrupted by something, must sleep again as soon as possible.

Childlike

Prerequisite: None

Who let this kid in here? Whether you just look like a child or a young adult or you are one, no one takes you seriously due to your true or presumed age. "Adult" venues may often be denied to you, and, no matter how much pleading you do, you will not be allowed access if it can be helped. You take a -2 to all availability items that are deemed too dangerous for a child and take a -3 to Barter checks made to obtain such items.

DMs may choose to have NPCs disrespect or generally overlook the character's views or statements, due to the character being "Just a kid." Natural Leader cannot be taken with this disadvantage, without DM permission.

Clumsy

Prerequisite: None

You're not the best at coordination. All Athletics checks for running, climbing or jumping are made with a -2 penalty. All Acrobatics checks and any Ballistics checks made to throw or catch are made with a -2 penalty.

Compulsion

Prerequisite: None

Sometimes you just have an uncontrollable urge to do something that would otherwise be stupid to do. Twice per session, your DM may ask you for a Composure check made with a -2 penalty at a random time of his choice. If you are to fail, your DM may make you do one action that would otherwise be inappropriate for the current scenario, such as suddenly smacking a person whom you're having a normal conversation with, kissing someone who is angry with you or throwing something randomly. These actions would never be outright dangerous to the character, such as jumping off of a moving boat, hurting oneself or outright trying to kill another.

Dependent

Prerequisite: DM Permission

You have another person who depends on you for their livelihood and protection. You may choose an NPC who follows you around that can be whatever you wish; for example, a younger sibling, an aging parent, grandparent or an adopted person or pet. They require at least some time each session to be taken care of. If the dependent dies or is removed from the game, the DM is free to apply a new disadvantage to the character. Buying off the disadvantage means the dependent can provide for themselves or have care provided for them and are no longer a burden to the

character. However, this does not mean they are removed from the game.

Easily Distracted

Prerequisite: None

That elusive red dot sends you into disarray every time and you're not entirely sure why. You roll all Composure checks made to resist distraction attempts with a -3 penalty.

Expressive

Prerequisite: None

You're more readable than a size 30 font book. All Con checks are made with a -2 penalty. Additionally, Intimidation checks made to interrogate you are made with a +2 bonus.

Illiterate

Prerequisite: No Skill Point in Deciphering

It's easier to just smile, nod and say, "Yes, these are words!" than actually bothering to read. You cannot read the Kemomimi written language of Cat Scratch, and cannot take a skill point in the Deciphering skill.

Impaired Movement

Prerequisite: Read Below

For whatever reason, you're not too good at certain forms of getting around. Choose Climbing, Running or Swimming. Your choice's maximum speed is reduced in half. Speed enhancing advantages such as Fast Climber, Sprinter or Strong Swimmer cannot be taken with this disadvantage.

Impaired Sense

Prerequisite: None

Either due to genetics or your past experiences, one of your senses has become hampered. Choose one of the following senses: Sight, Hearing or Smell/Taste. Whenever you roll a Perception check relating to that sense, you roll with a -3 penalty. Smell and taste are a combined choice.

In Debt

Prerequisite: DM Permission

You owe somebody something, and they have the means to make you regret missing payments. Count up how many gear points you get at character generation (WIL x3). Multiply that score by 100 to calculate how much you owe with a 10% interest each month. At the end of every in-game month, you must at least pay the 10% interest incurred, or the person or group you owe money to will send "collectors" after you. This debt of yours can be paid off with favors or through RP, and is the only disadvantage that can be removed without expending Merit points.

Inept

Prerequisite: None

Some people are bad at things. However, you are far worse at the things you are bad at than the average Kemomimi. Choose two skills without skill points in them. The skills chosen have the defaulting modifier increased to -7 from -4. If a skill that cannot be defaulted on is chosen, whenever the character must roll with that skill, they are considered to have rolled a Super Slip Up result. Skill points can be purchased for these skills after character creation and get rid of the defaulting modifier, but only one skill point per skill may be purchased and skill points cannot be spent with that skill until Inept has been removed through the spending of Merit points.

Lock Up

Prerequisite: None

You can't help but freeze up when a brawl breaks loose. On your first turn of combat, you cannot use any standard or move actions. If you are the one initiating combat however, you may roll a Composure check in order not to halt yourself mid attack.

Lonely

Prerequisite: None

When you're all alone with nobody to talk to, you start to get really down on yourself. Whenever

you are alone (Not around other Kemomimis or pets of yours) you incur a -2 penalty to all rolls you make. You must actively seek others, and if you spend too long alone, this penalty may rise, upon the DM's discretion.

Naïve

Prerequisite: None

People say you're gullible, but you don't really know what that means. There's a lot you don't know, but you can always make assumptions to try and figure some things out! All Con checks made against you are made with a +2 bonus modifier to the roll. On top of this, the DM may sometimes describe things to you differently than the others in your group, or give you a strange impression of people or things that can be outright misleading or just for fun, due to your character's naivety.

Nemesis

Prerequisite: DM Permission

Your nemesis is the type to carry a picture of you around with them and sleep with it by their face, to always stoke the flames of vengeance in their heart! You have an enemy or nemesis that is constantly trying to best you, or otherwise make you look bad, if not attempting to outright defeat you. Whatever the case, they make it a point to harass you whenever they can afford to. Just how often a nemesis will come into play is up to the DM, but it is recommended that they appear in at least one scene in each session. If for whatever reason the nemesis would be otherwise defeated or killed by the player characters or other events, the DM is obliged to either keep them alive or replace them, unless the Nemesis disadvantage is bought off.

Nocturnal

Prerequisite: None

You're a creature of the night! For whatever reason, your circadian rhythm is set to where you go to bed at sun up, and rouse from your slumber at sun down. Staying up during the day would have a similar effect upon you as if you were staying up late, and will cause fatigue as normal.

No Self Control

Prerequisite: None

Who needs to control themselves when there's fun to be had! You aren't one for caution; often tossing it by the wayside in order to get right to what you think is the fastest and most dangerous solution to a problem. Whenever you are confronted with an overtly risky proposition or dangerous situation, you must roll a Composure check made with a -2 penalty. If you fail, you can't help but rush into it without thinking.

Oblivious

Prerequisite: None

Being updated on what is happening in your surroundings isn't exactly the highest priority on your day to day list. All passive Perception checks made to notice things happening around you are made with an automatic -2 penalty. Normal Perception checks made by you for a specific purpose, such as searching an area or trying to find someone, are not affected.

One Trick Pony

Prerequisite: A Skill Point in a Skill of Choice

You have only learned how to perform well in a skill within a very constricted field. Choose a subcategory within a skill as if you were specializing in that skill. All other uses of the skill besides your subcategory choice are made with a -3 penalty. You may apply a specialization to the skill affected by One Trick Pony, but only for the category not affected by the -3 penalty.

On the Fritz

Prerequisite: None

Electronics go bonkers whenever you're around; it's like you're made of magnets or something! Every time you use an electronic device, roll a single d6. On the result of 4, 5 or 6, the device goes haywire, and cannot be used for a few minutes. This includes all Tinkering checks, or related Craft skill checks dealing with all electronic devices.

Pacifist

Prerequisite: None

You're not one to pick a fight if you can help it; you're just too good natured. In order to engage in combat and attempt to fight, you must succeed at a Composure check with a modifier appropriate to the situation. If you are fighting for self-preservation, you make the Composure check with a +3 bonus.

Persistent Injury

Prerequisite: None

You have been hurt very badly in the past, and never quite recovered. Whenever you are to take fatigue for the first time during a session of play, you take an extra one fatigue, unresisted.

Phobias and Manias

Prerequisite: None

You have an extreme fear of an act or thing, or a drive to experience or enact something excessively. Choose a mania or phobia, showing your choice to your DM for approval. Example phobias include: Fear of birds, drowning, Kleptomanders, falling or heights. Example manias include: kleptomania, pyromania, etc. When exposed to a phobia, you must make a Composure check made with a -5 penalty. If you fail, you will attempt to flee from the object of your fear. If you for whatever reason cannot flee from the object of your fear, you instead receive a -2 penalty to all rolls until you are free from exposure to your phobia. When exposed to a mania, you must roll a Composure check made with a -5 penalty. If you fail, you must attempt to interact with or experience your mania. If you are denied access to indulge your mania, you take a -2 penalty to all checks until you are able to experience it. A DM is recommended to bring up a phobia or mania once or twice per session, but not to overdo exposure to the manias and phobias. As always, the DM has final say on whether or not your choices as a player will be allowed within the DM's game and your mania or phobia choice is not any different to this rule.

Poor Immune System

Prerequisite: None

You just don't have that resistance to sickness everyone else seems to have. Whenever you roll a Toughness check in order to resist disease, sickness or afflictions brought on by poisons or other chemicals, you make the check with a -3 penalty. Additionally, their effects last twice as long.

Scaredy Cat

Prerequisite: None

What, are you scared? Whenever you would have to make a Composure check to resist fear, intimidation or the effects of a phobia, the check is made with an additional -2 penalty.

Scared

Prerequisite: None

You've been injured in the past and the injury has left its mark. Negotiation and Con checks are made with a -4 penalty due to your scars and appearance making people untrusting of you, but Intimidation checks are made by you with a +1 bonus modifier.

Secret

Prerequisite: DM Permission

You have a dark past; something you've done, somewhere you came from or something you were a part of that would make your reputation take a nose dive if it were to come to light. Consult with your DM to come up with an idea for a secret your character has. If this secret were to ever become known to the other players or to NPCs, their reaction should almost always be negative. Just what happens due to their reaction is up to the DM, and other players. A secret should be something that would cause surprise and shock amongst others if it were found out and something deeply tied to the character in question's backstory. Simple ideas and concepts just don't really cut it. Secret can only be gotten rid of through RP.

Slow to React

Prerequisite: None

Quickly reacting to a swipe or a punch just isn't your forte. When initiative is in play, you may only use one of your free actions in order to use the Dodge check to avoid ranged or melee attacks, or the Melee skill to parry incoming melee attacks. This does not remove your second free action from use on other actions; it simply disallows you from using both for the purpose of defending yourself.

Sick Out Like a Sore Tail

Prerequisite: None

Others can tell you're trying to distract them by the way you stick out while you do it. Whenever your target or targets of Distraction checks can see that you are the one attempting to distract them, you make your Distraction check with a -2 penalty.

Uneducated

Prerequisite: None

Who needs an education! Well.. Maybe it wouldn't hurt but you don't have one, and you're fine! You treat the defaulting modifier of all craft and knowledge skills as a -8 penalty instead of a -4 penalty. Additionally, the Merit point price for knowledge skills is multiplied by 1.5 until Uneducated is dealt with through the expenditure of Merit points.

Unlucky

Prerequisite: None

How many ladders have you walked under!? You are unlucky; really, really unlucky. The DM should regularly make sure that your character is not the most fortunate Kemomimi in the world, as if fate itself was against you. Additionally, whenever you roll a 20 on a check (A Super Slip Up) things go far worse for your character than normal. Where a normal Super Slip Up result would be comical, when you roll a Super Slip Up result, it is appalling and possibly dangerous to you and everything around you.

Unwanted Attention

Prerequisite: None

Maybe it's your looks, maybe people just seem to think you want to hear about their problems, or maybe you simply seem like the person who would benefit from a 'nip deal right next to the port authorities' shack. Whatever the reason, strangers are drawn to you like a Skitterbug is to an unattended sandwich. Twice per session, the DM may choose to involve an NPC that will in some way harass you or cause you trouble for whatever reason. These situations should not be dangerous, but still bothersome and annoying all the same.

Vulnerable

Prerequisite: None

It's as if someone has painted a big ol' target on your chest, which only seems to get bigger... Whenever you are successfully attacked by someone in a round of combat, everyone else who would attack you afterwards and before your next turn would make their attack check with a cumulative +1 bonus. This bonus stacks up to a maximum bonus of +4, and the bonus goes away upon your turn in the initiative order. Other modifiers do not affect Vulnerable's maximum bonus. On top of this, your natural damage reduction modifier afforded to you through your WIL attribute at character creation is divided in half, rounded to the nearest whole number.

Wanted

Prerequisite: None

Somebody or some group wants you, and is willing to pay up big time to catch you. Choose a person or organization that wants to catch you, as a part of your backstory. They have placed a bounty on your head! Bounty hunters and other likeminded individuals looking to score some loot harass you from time to time in order to catch you. Just how often this comes into play is up to the DM. This disadvantage may not be bought off with Merit points, and can only be resolved through RP means.

Wrong Place Wrong Time

Prerequisite: None

Wherever you go, bad things just tend to happen. Whether it be a bar fight, a weapons deal or something completely different, the DM may choose that something you have walked in on has just gone horribly wrong, and that you are now smack dab in the middle of it. This can occur a number of times per session depending on the DM's choice; the severity of what happens when Wrong Place Wrong Time is activated is highly scene-dependent.

Advantages

Advantages are that little something extra that makes a character that much better or competent at any given task. Advantages range from being able to hold your breath longer than the average Kemomimi, being the best damn haggler around or even being able to throw a flurry of punches the likes of which few ever want to be on the receiving end of. There are two different Tiers of advantages, Tier 1 and Tier 2. Tier 1 advantages are advantages that regularly have no requirements, and generally can be seen more commonly amongst Kemomimi. Tier 2 advantages are advantages that tend to require a character to have a Tier 1 advantage before they can be purchased, sometimes requiring certain attributes to be at a certain number or above. A character receives 1 free Tier 1 advantage for every three points they have in their SAV attribute. More advantages can be purchased after character creation through the Merit Character Advancement System.

Advantages Information

Two Tiers of Advantages: Tier 2 can Only Be Obtained After Character Creation During Play!

Free Tier 1 Advantages: Gain a Tier 1 Advantage for Every 3 Points in your Savviness (SAV) Attribute. More Tier 1 Advantages can be Purchased During Play!

Tier 1 Advantages List
Expanded Descriptions On the Next Page

Name	Brief Description
Airhead	Double swim speed when ascending to the surface as long as you're not encumbered.
Bear's Girth	Gain +2 to all Athletics checks made to lift, push, pull or move things. Add 10 Kilograms to your carrying capacity.
Blend In	Can make Stealth checks with Willpower as primary attribute and Savviness as secondary.
Cat Fall	You never take damage, fatigue or injuries from falling, as long as you have luck remaining.
Cat's Eye	Gain free Perception checks made with no negative modifier to notice hidden things.
Distracting	You take no negative modifier when distracting without gear. Distracting gear modifiers are at +1.
Down With Compression	All toughness checks made to avoid the effects of compression and decompression underwater are made at +2. You may expend an air token after rolling toughness checks to auto-resist them.
Fast Climber	Add 6 meters to your climbing speed. Can be taken twice.
Fists of Fury	Gain +2 to your base melee damage for all unarmed strikes.
Focused Study	Gain +2 to a skill of your choice as long as you have Luck left.
Heirloom	Gain the ability to purchase one item during character creation without having to follow the Character Creation availability restrictions.
Home Sweet Home	Choose a settlement or village you call home.
Improved Critical Hit	Critically hit on the roll of a 1, 2, 3 and 4. Requires 13 Luck.
Iron Lungs	Double your base air tokens while diving.
Iron Stomach	You can ingest things that others find inedible and gain +2 to Toughness checks to resist any ailments, injury or poisons caused by ingesting things.
It's Electric!	All electrical related Tinkering or Craft skill checks are made at +2. All energy weapons, mounted or otherwise, are fired or swung with a +1 when used by you.
Lightning Reflexes	Gain +5 to initiative checks. This can be taken twice.
Natural Leader	Double teamwork modifiers are granted to allies. Gain 1d5 cohorts that follow you around.
Pitching Arm	Double your throwing weapon range while out of water. Throwing weapon range is not reduced while underwater.
Predictive Shooting	As long as you don't spend a move action to move in a round, you can use Savviness as your primary attribute and Luck as your secondary attribute for Ballistics checks.
Press On	Roll all Toughness checks made to resist fatigue twice, taking the better result.
Rabbit's Foot	Gain the ability to spend 1 Luck to reroll your checks with Luck in them.
Rabbit Hop	All Acrobatics checks made to jump are at +2. Your jumping distance is twice that of a normal Kemomimis and any attempts to attack you after you have jumped a distance are made at -2.
Rapid Attack	You can use Agility as your primary attribute and Power as your secondary for Melee checks made with one-handed weapons or unarmed strikes.
Recoil Control	Any Ballistics checks made with two handed projectile weapons can be rolled with Power as the primary attribute and Willpower as the secondary.
Search Pattern	When using Perception to search for something specific, you can use Savviness as a primary attribute and Luck as your secondary on the check.
Sharp Shooter	All negative modifiers on Ballistics or Gunnery checks due to long range are divided in half, rounded normally.
Slip Free	Checks made to grapple you are made at -2. You can roll Dodge to resist damage made while being grappled instead of Toughness and gain a +1 to checks made to breakaway.
Smooth Operator	You gain +2 to all Operate checks when attempting to perform crazy stunts.
Sprinter	Add 6 meters to your running speed. Can be taken twice.
Strong Presence	As long as the target(s) can see you, you may make intimidate checks with Power as the primary attribute and Willpower as the secondary.
Strong Swimmer	Add 6 meters to your swim speed. Can be taken twice.
Thick Skin	When being dealt blunt damage, you may roll Toughness, instead of Dodge, to avoid the attack.
Tougher Stuff	You may roll Toughness to avoid damage after failing a Dodge check when you have no Luck left.
Voice Thief	If you can hear a voice clearly, you can mimic it perfectly.

Tier 1 Advantages Expanded Descriptions

Airhead

Prerequisite: None

Be it your hastiness to get out of the water or just the empty bubble of air in your thick skull, you can count on getting back to the surface in double time. Your swim speed is doubled when ascending upwards towards the surface, as long as you are not encumbered or carrying over your carrying capacity.

Bear's Girth

Prerequisite: Power 5 or Higher

No one can deny your girth! You gain +2 to all Athletics checks made to lift, push, pull or move objects or living things. On top of that, add 10 kilograms to your maximum carrying capacity.

Blend In

Prerequisite: None

You know how to blend in and look like just another part of your surroundings as if it were fundamentally intuitive. You can opt to make Stealth checks with Willpower as the primary attribute and Savviness as the secondary, instead of Agility as the primary attribute and Luck as the secondary.

Cat Fall

Prerequisite: None

You always land on your feet due to instinct after rolling, sliding or preparing for the fall. You never take damage, fatigue or injury from falling from heights as long as you have Luck remaining in the scene.

Cat's Eye

Prerequisite: None

You have one fantastic shiny radar. You gain free perception checks made with no negative modifier to notice hidden things, such as shinies or secret doors just by being in close

proximity to them. This includes noticing shinies in pockets and bags as well.

Distracting

Prerequisite: None

For some, being distracting is in their very being. Unfortunately for everyone around you who is trying to get work done, you are one of these Kemomimis. You take no negative modifier when distracting without gear. On top of that, you gain a +1 modifier to the Distraction check when distracting with gear.

Down With Compression

Prerequisite: None

It's like you've never heard that one Earless song by those Queens, whoever they are. All Toughness checks made to avoid the effects of compression or decompression while underwater are made at +2. If you fail a toughness check to resist the effects of decompression or compression, you may expend an air token to ignore the effects as if they had not been applied to you.

Fast Climber

Prerequisite: None

You can climb surfaces as if you had been launched up the side of them. Add 6 meters to your climbing speed. This can be taken twice.

Fists of Fury

Prerequisite: None

You're known for your discipline in the martial arts. The sheer force of your unarmed strikes is known to be stronger than some weapons! You gain +2 to your base melee damage when you attack with unarmed strikes.

Focused Study

Prerequisite: At Least 1 Skill Point in Skill of Choice

You've become a cut above the rest in your field of play, study or what have you. Choose a skill from the list below that you have at least one skill

point in. That skill gains a +2 modifier to it as long as you have Luck remaining in the scene. You may take this advantage more than once, but never for the same skill. When it comes to craft and knowledge skills, ask your DM if your choice is okay with them.

Skills

**Acrobatics, Athletics,
Animal Handling, Ballistics,
Barter, Craft,
Composure, Con,
Deciphering, Disguise,
Distraction, Dodge,
Games of Skill, Gunnery,
Intimidation, Knowledge,
Medicine, Melee,
Navigating, Negotiation,
Operate, Perception,
Perform, Riding,
Sailing, Sleight of Hand,
Stealth, Surfing,
Tinkering, Toughness.**

Heirloom

Prerequisite: None

A rare piece of gear or modification has been passed down through your family for some time and has finally fallen into your hands. You may purchase one item during character creation without having to follow the availability and quality Character Creation restrictions. The price is also reduced by 25 percent. This can only be taken during character creation unless you get your DM's approval.

Home Sweet Home

Prerequisite: None

There's no place like home. Choose a place to be your character's home settlement or village. When in that settlement, you gain a +1 to Barter, Navigation and Negotiation checks. Remember that know you will be willing to lend their aid with whatever you might need, save for certain circumstances. You can borrow certain items of availability of 7 or higher, provided you return it to those you borrowed it from, lest you have to replace it. Discuss this advantage choice with the DM and get his approval, as it might not be

possible to take this in the game they have planned. Taking this out of character creation can only be done with DM approval.

Improved Critical Hit

Prerequisite: 13 Luck

Lady Luck seems to favor you greatly. With 13 Luck, you can also critically hit on the roll of a 4 in combat on top of your previous ability to critically hit on the roll of 1, 2 and 3, provided by having 12 Luck.

Iron Lungs

Prerequisite: None

What does drowning mean? You're not quite sure you would be able to say if asked. Double your amount of base air tokens provided by the equation Willpower divided by 3 (Round up to the nearest whole number).

Iron Stomach

Prerequisite: Willpower 6 or Higher

Your stomach is like one of those fancy Earless garbage disposals; doesn't really matter what comes in, you'll be able to eat it. You can ingest things that others find inedible and gain +2 to Toughness checks to resist any ailments, injury or poisons caused by ingesting things. You also have the ability to swallow small objects that would not kill and you by doing so, keeping them in your stomach until you might need them again, at which point you may hack them back up. Kind of gross, but useful in certain situations.

It's Electric

Prerequisite: Savviness 6 or Higher

Maybe you've been licking those Earless batteries too much, but whatever the cause, you just seem to understand electricity better than others. All electrical related Tinkering or Craft skill checks are made at +2. All energy weapons, mounted or otherwise, are fired or swung with a +1 bonus and are granted +1 Damage, be it normal or fatigue damage, when used by you.

Lightning Reflexes

Prerequisite: None

Quick is your middle name! ..Not really, but you sure as heck are quick when it comes to reacting to a fight! You gain +5 to your initiative bonus which is calculated by dividing your Agility in half, rounded normally. This advantage can be taken twice.

Natural Leader

Prerequisite: Willpower 8 or Higher

Not everyone can lead others as well as you do, and people have noticed it. Whenever you are aiding or being aided by someone in a check through teamwork, you may double the amount of positive modifiers granted as long as you have Luck remaining in the scene. On top of this, roll 1d5. You gain the amount rolled in cohorts that follow you around (maybe they are fan girls or just people enamored with your deeds) and will aid you to the extent that they are able to. The DM may do whatever he wishes with these NPCs and their backstories, unless you ask for leeway in creation of them and they approve.

Pitching Arm

Prerequisite: None

Whether it is through practice or just natural talent, you've got one heck of an arm. When out of water, your throwing weapon range is doubled. You are not affected by the range reduction for throwing weapons while underwater.

Predictive Shooting

Prerequisite: None

You don't shoot where they are.. You shoot where they are going to be! As long as you don't spend a move action to move in a round, you can use Savviness as your primary attribute and Luck as your secondary attribute for Ballistics checks.

Press On

Prerequisite: None

When the going gets tough, the tough keep going. Something about you makes you more resilient against the effects of fatigue. Whenever you roll Toughness checks to resist fatigue, you roll twice and take the better result.

Rabbit's Foot

Prerequisite: None

When it comes to lucking out, you sometimes get another shot at things. You gain the ability to spend 1 Luck point to reroll your checks with the Luck attribute in them. Whenever Luck is spent like this, it does not regenerate like Luck lost in combat. Instead, it regenerates similarly to a skill point, only after significant periods of rest, or at the beginning of a new session of play.

Rabbit Hop

Prerequisite: None

You've got some nice legs on you. All Acrobatics checks made to jump are made with a +2 modifier. Your jumping distance is twice that of a normal Kemomimis, and any attempts to attack you after you have jumped a distance and before it returns to your next turn are made with a -2 modifier.

Rapid Attack

Prerequisite: None

You have learned to use mobility and dexterity in your fighting styles. You can use Agility as your primary attribute and Power as your secondary for Melee checks made with one-handed weapons or unarmed strikes instead of the other way around.

Recoil Control

Prerequisite: None

Which way to the gun show? All Ballistics checks made with two handed projectile weapons can be rolled with Power as the primary attribute and Willpower as the secondary in lieu of the normal

Agility primary and Savviness the secondary for Ballistics.

Search Pattern

Prerequisite: None

You have a logical way of looking at the world around you, and apply it very often when looking for something or someone. When using Perception to search for something specific, you can use Savviness as a primary attribute and Luck as your secondary on the check instead of the normal Willpower primary attribute and Savviness secondary attribute.

Slip Free

Prerequisite: Agility 6 or higher

Some are hard to catch, but you're more slippery than a greased Kleptomander with nothing to lose! All checks made to grapple you are made with a -2 modifier to the check. When grappled by someone and being dealt damage through grapple, you may roll Dodge to resist damage instead of Toughness as you usually would. You also gain a +2 modifier to checks made to break away from grapple.

Sprinter

Prerequisite: None

Some Kemomimis can run. Others, such as yourself, can run fast. For every time this advantage is taken, increase your running speed by 6 meters. This advantage can be taken twice.

Smooth Operator

Prerequisite: None

Be it a dirigible, go-kart or some other crazy land or air vehicle, you know how to push it to the limit, sometimes making your passengers question what is and isn't possible when you're driving. You gain a +2 modifier to all Operate checks when attempting to perform a crazy stunt or maneuver. What counts as "crazy" is up to the DM.

Strong Presence

Prerequisite: None

Your dense musculature and daunting stature can be quite unnerving to those when you really need it to be. As long as the target or targets can see you, you can use Power as the primary attribute and Willpower as the secondary on Intimidation checks instead of Willpower as the primary and Savviness as the secondary.

Thick Skin

Prerequisite: None

Who needs to dodge when you can just power through whatever gets thrown, broken or bashed against you? When being dealt blunt damage from an attack, you may roll Toughness instead of Dodge to avoid the attack. Being hit with an attack may still cause other effects, such as being pushed back from the force of the blow, or even barreled over depending on just how much damage you happen to be weathering. DMs are free to tack on modifiers similar to Dodge checks.

Tougher Stuff

Prerequisite: Willpower 8 or Higher

When the chips are down, you will be the last cat standing. When you have no Luck left, you may roll Toughness to avoid damage that would cause an injury after failing a Dodge check. Every time Tougher Stuff is used in a session, a -4 negative modifier is applied to the Toughness checks rolled for Tougher Stuff. The penalty may go away after extended rest, or at the start of a new session.

Voice Thief

Prerequisite: None

You're good at repeating things you hear. If you can hear a voice clearly, you can mimic it perfectly. You lose the ability to do so after not being around the original voice's owner after a while. You can also try and mimic other sounds, but this may require a Perform: Impressions check upon the DM's discretion.

Tier 2 Advantages List
Expanded Descriptions On the Next Page

Name	Brief Description
Admiral's Furox	All bonuses to maneuvers granted by the pilot action are doubled. The maximum bonus is now +8.
Adrenaline Rush	You automatically go first in the initiative order as long as you have Luck left and are not surprised. On your first turn of combat, you get an additional standard action as long as you are not surprised.
Annoying	If you have distraction gear granting a bonus modifier of +3 or higher, the check is now opposed; meaning you win on a check if you have more DoS than the defender does on his composure roll.
Beast Master	All critters who would regularly be loyalty 4 or 3 are instead loyalty rating 2 as long as you are not obviously hostile and you still have luck left.
Bulls Eye	You roll all Ballistics checks twice and take the better result, as long as you have luck left. It only takes a free action for you to reload personal scale weapons.
Cat's Paw	You may steal or knock away an object in someone's possession while in combat as a part of your Melee or Ballistics attack check against them, with a -4 penalty. Your attack still deals damage.
Celebrity	You gain 1d20+10 followers. Gain a number of influence-related bonuses to those who know you.
Coder	You roll all Tinkering checks in regards to electronics twice, taking the better result as long as you have Luck left. You gain the ability to deprogram and reprogram Old Guard and certain Shinies.
Dangerous	Gain +2 damage and -2 Damage Reduction to all attacks. This advantage can be taken twice.
Divination	Roll all Navigation checks twice, taking the better result. You gain the ability to make Navigation checks at a -4 modifier at night to gain cryptic information about events on the horizon.
Free Diver	Your carrying load while underwater is half its weight as long as you have Luck left and no fatigue. Swimming for prolonged periods of time never grants fatigue as long as you are not injured.
Frightening Presence	You may grant to those you wish nearby that can perceive you a -2 penalty to all rolls until the end of the encounter a number of times per session.
Furious Assault	When using Melee weapons or unarmed strikes, you may attack twice for a full-turn action, provided you have luck left.
Haggler	You are able to find and purchase just about anything with enough work.
Hug N' Heist	Whenever a target grapples you or is grappled by you, you may peruse and place objects on their person or take objects from them with no roll required unless you want the heist to be secret to them.
Hugtopus At Heart	You deal +1 damage to your targets when in grapple, whether it is fatigue or normal damage. You also can grapple multiple targets at once with no penalty.
Inspiring Presence	You may grant to those you wish around you that can perceive you a +2 bonus until the end of the encounter a number of times per session. You also gain 1d5 cohorts.
Mechanical Genius	You roll all Tinkering checks in regards to mechanics and hardware twice, taking the better result as long as you have Luck left. You gain the ability to create awesome mechanical creations.
Prescient Evasion	You roll all Dodge checks twice and take the better result as long as you have Luck left. All attacks against your person are made with a -2 modifier.
Prodigious Care	You roll all Medicine checks twice and take the better result as long as you have luck left. Whenever you attempt to heal an injury or amount of fatigue you also heal 1d10 Integrity or Luck.
Purfect Martial Technique	You gain +2 bonus damage to all Unarmed combat attacks. You gain +2 to all Unarmed combat attacks as long as you have Luck left.
Rabbit's Fortune	You may reroll any check already rolled once by spending 1 Luck, but you must keep the new roll.
Riposte	After making a successful parry check, you may spend your next turn's move action to make an attack against the target that had attacked you.
Second Wind	After falling unconscious from fatigue or injury, roll a Toughness check with a -4 negative modifier. You do not fall unconscious and ignore all fatigue and injury gained before the use of Second Wind.
Sniper	All bonuses gained from aim actions are doubled. You gain +1 damage after aiming.
Spotter	When granting an ally firing a ranged weapon a teamwork bonus, roll a perception check. For every 2 DoS you grant them +1 damage or -1 DR on their attack.
Spray N' Pray	When using ranged weapons you may attack twice for a full-turn action, provided you have luck left.
Thunderous Strikes	When using melee weapons with the mighty or unbalanced quality, you deal +2 bonus damage and -1 DR. All attacks of opportunities are with a +1 bonus.
True Grit	Whenever you resist an injury with Tougher Stuff, you roll a d6 and regain that much Luck.
When Suddenly...	Gain the ability to appear out of the blue when it is least expected.
Wrist Lock	When grappling a target, you can use their weapons and damage resistance values.
Zap!	You gain +2 damage (or fatigue) and -1 DR to all energy weapon attacks.

Tier 2 Advantages Expanded Descriptions

Admiral's Furor

Prerequisite: Focused Study: Sailing, Smooth Operator

Your sailing skills are impeccable and there is no vessel you can't handle; few can name a better captain than you. The bonus gained to maneuver, acceleration and ramming actions that are granted for every 2 DoS on the pilot action during vehicle combat are doubled. The maximum bonus amount that can be gained from DoS on the pilot action is now +8 instead of the original +4.

Adrenaline Rush

Prerequisite: Lightning Reflexes

The rush combat gives you really gets your blood pumping and your heart thumping. You automatically go first in the initiative order as long as you have Luck remaining in the scene and are not surprised or ambushed. Additionally, on your first turn of a combat scene, you get an additional standard action as long as you are not surprised or ambushed. If you ever take enough luck damage to lower you to zero Luck in a combat scene, you must roll initiative normally.

Annoying

Prerequisite: Distracting

It's a marvel that you still have friends... When you have distraction gear granting a bonus modifier of +3 or higher to your distraction check, the check is now an opposed check instead of a simple check; meaning you win on a check if you have more DoS than the defender does on his composure roll. This makes the distraction check no longer a scenario where defender wins automatically as long as they succeed on their composure check; they must also beat your DoS on your distraction roll in order to avoid being distracted. This works against allies and enemies alike; even yourself if you are using area of effect distractions, such as a flash bang, or something large like a high-powered disco ball or tricked out vehicle.

Beast Master

Prerequisite: Focused Study: Animal Handling

You wanted to be the very best animal trainer that no cat ever was. And you succeeded! As long as you have luck remaining and are not obviously hostile, critters that would regularly be loyalty rating 4 or 3 are instead loyalty rating 2. This means that wildlife and critters don't view you as an outright threat, and that you do not take high negative modifiers to Animal Handling checks made to train or take care of the critters or wildlife in question. Critters abused by you are not affected by Beast Master.

Bulls Eye

Prerequisite: Focused Study: Ballistics, Sharp Shooter

Nothing scares off pirates more than a bolt hitting the captain's hat from 50 yards out. You are able to roll all Ballistics checks twice and take the better result, as long as you have luck remaining in the scene. Additionally, it now only takes a free action for you to reload personal scale weapons, if it did not only require a free action to reload for that weapon already.

Cat's Paw

Prerequisite: Cat's Eye

Sometimes you just can't resist swiping at or swatting things that aren't yours. As a part of your Melee or Ballistics attack check against a target, you may apply a -4 penalty to the check in order to steal or knock away an object that the target has in their possession. Your attack still deals normal damage. You may steal or knock an item or object away while using Melee, but may only knock an object away when using Ballistics. The target must succeed on a perception check with a -2 penalty, lest they not realize the object is gone until the next time they try to use it. In order to increase the difficulty of this perception check for the target, after the attack has been successful, you may make the attack a Full-round action and roll Sleight of Hand. Any DoS gained on the roll must then be met or beaten by the

target in order for the target to realize the object is gone.

Celebrity

Prerequisite: Focused Study: Con, Focused Study: Negotiate and Natural Leader OR Focused Study: Perform and Natural leader

Your magnetically attractive personality and amazing performances of oration leaves crowds in awe. Kemomimis flock to see you; face it honey, you're famous! Whenever you meet another Kemomimi or go to a settlement that has heard of you, you are bound to face a warm welcome, free meals, a helping hand and maybe even an autograph request or two. All Influence related checks are made with a +1 with such people, and they generally treat you better. Whenever the DM declares an NPC hasn't heard of you, or simply does not care about you enough for you to be granted a bonus, once per session you may state that the NPC has, and the DM must agree. Your personal enemies are never viable for this choice, however. On top of this, you gain 1d20+10 followers, that can be anything you wish; groupies or otherwise, with the DM's permission.

Coder

Prerequisite: Focused Study: Tinkering, Focused Study: Deciphering

Many Kemomimis told you it wasn't a worthwhile endeavor, but you proved them wrong! You have learned how to mess with Earless shinies such as electronics and Old Guard on a fundamental level, able to get them to do things otherwise thought impossible. You roll all Tinkering checks in regards to electronics and other advanced shinies twice and take the better result, as long as you have Luck remaining in the scene. You also gain the ability to deprogram and reprogram Old Guard and certain Shinies, bending them to your will. Such actions will take an amount of time of the DM's choice. The check in question would regularly be an extended check, with the time interval between extended checks and the negative or positive modifier based off of what exactly you are trying to code or reprogram.

Dangerous

Prerequisite: Focused Study: Ballistics, Focused Study: Melee, Focused Study: Gunnery

Some like to fight. You like to fight with excessive use of violence. You gain a bonus of +2 to all damage dealt and your Damage Reduction modifier with all mounted or personal weapons and unarmed attacks gets a bonus of -2 DR. This advantage can be taken twice, with the second purchase requiring double the original merit price totalling 20 Merit points.

Divination

Prerequisite: Focused Study: Navigation

Sometimes you get strange premonitions on dark nights. You roll all Navigation checks twice, taking the better result. You gain the ability to make Navigation checks at a -4 modifier at night to gain cryptic information from the DM about future events upon the horizon. What you learn from this check is up to the DM. They should generally be words of advice, warning, or an upcoming event or scene that might occur.

Free Diver

Prerequisite: Strong Swimmer, Press On

You know all the tricks of the trade when it comes to diving and managing your weight while swimming. Your carrying load while underwater is half its weight as long as you have Luck left and no fatigue. Extensive swimming never grants fatigue if you are not injured.

Frightening Presence

Prerequisite: Focused Study: Intimidation, Natural Leader

Your presence incites fear into the hearts of your enemies, making their legs quiver in their boots and ears lay flat against their head in fear. You may grant any nearby targets of your choice that can perceive you a -2 penalty to all of their rolls until the end of the encounter. The number of times you may do this per session equals once for every 3 points you have in your Willpower attribute.

Furious Assault

Prerequisite: Rapid Attack, Agility 9 or Higher

Your strikes move at unparalleled speed! When using Melee weapons or unarmed strikes, you may attack the same target twice or two adjacent targets once for a full-turn action, provided you have Luck remaining in the scene.

Haggler

Prerequisite: Focused Study: Barter, Search Pattern

The catnip must flow, and if it isn't you'll find a way to make it, be it through shady dealings or cutthroat agreements. You may roll a perception check and spend a day in a settlement searching for someone that has something you want. For every 3 DoS on the perception check, you can raise the availability of a piece of gear, vehicle or vehicle modification by 1, and gain a bonus on subsequent Barter checks made to try and purchase the item equal to every availability point raised. Certain things may not be able to be found with Haggler, if the DM deems they simply cannot be found in the settlement, or other reasons.

Hug N' Heist

Prerequisite: Focused Study: Sleight of Hand, Slip Free

You give nice hugs, hugs that are usually very profitable for you, but not for those that have been hugged. Whenever a target grapples you or is grappled by you, you may peruse and place objects on their person or take objects from them with no roll required unless you want the heist to be secret to them. In order to make the heist secret, you spend a free action and roll a Sleight of Hand, opposed by the target's perception.

Hugtopus at Heart

Prerequisite: Focused Study: Melee, Slip Free

After being grabbed one too many times by various Hugtopi, you began to understand just how they put all those limbs of theirs to work. You deal +1 bonus damage to your targets, whether

it is fatigue or normal damage, when in grapple. You also can grapple multiple targets at once with no penalty. How many you can attempt to grapple at once is up to the DM.

Inspiring Presence

Prerequisite: Focused Study: Negotiation, Natural Leader

People look up to you like you have all the answers. You happily oblige them with your inspiring presence, spreading enthusiasm and motivation to those you choose. You may grant to those you wish, that can both see and hear you, a +2 bonus modifier to all checks that lasts until the end of the encounter a number of times per session equal to one for every 3 points you have in your Willpower attribute. You also gain 1d5 cohorts, on top of your previous amount of cohorts from Natural Leader.

Mechanical Genius

Prerequisite: Focused Study: Tinkering, Focused Study: Related Craft Skill

Mechanical shiniess were always very interesting to you, and your creations have finally begun to work without exploding fantastically at random. You roll all Tinkering checks in regards to mechanics and hardware twice, taking the better result as long as you have Luck remaining in the scene. You gain the ability to create mechanical creations of Earless level quality and advancement with no overly large penalty. Such checks would always be extended checks, their interval and possible modifiers are based on what is being built.

Prescient Evasion

Prerequisite: Focused Study: Dodge, Lightning Reflexes

You're more prescient than the desert mouse himself. You roll all Dodge checks twice and take the better result as long as you have Luck remaining in the scene. All attacks against your person are made with a -2 modifier. This includes mounted weapons if the weapon in question is aimed at you. When handling a vehicle or vessel, the enemy does not take -2 to their attacks

against your vehicle. However, you are able to roll all Dodge checks twice and take the better result, similarly to attacks against your person.

Prodigious Care

Prerequisite: Focused Study: Medicine

You really are something else when it comes to medicine; always at the forefront of the ever expanding frontier of medical knowledge and ready to fix any problem that comes limping into your office with their tail between their legs. You roll all Medicine checks twice and take the better result as long as you have Luck remaining in the scene. Whenever you attempt to heal an injury or amount of fatigue, you also heal 1d10 Integrity or Luck.

Perfect Martial Technique

Prerequisite: Fists of Fury

Your claws rend metal and your fists shatter concrete. Your body is now a perfect weapon. You gain +2 bonus damage to all Unarmed combat attacks. You gain +2 to all Unarmed combat attack checks as long as you have Luck remaining in the scene.

Rabbit's Fortune

Prerequisite: Rabbit's Foot

Fortune favors the bold they say, and chance sure as heck favors you highly. After spending 1 Luck point, you may reroll any skill check, but you must keep the new roll after it has been rerolled. Whenever Luck is spent like this, it does not regenerate like Luck lost in combat. Instead, it regenerates similarly to a skill point, regenerating only after significant periods of rest or at the beginning of a new session of play. Rabbit's Fortune essentially replaces Rabbit's Foot, allowing you to reroll all checks.

Riposte

Prerequisite: Focused Study: Melee, Rapid Attack

You are very quick to react and quicker still to strike. After making a successful parry check, you may spend your next turn's move action as an

Interrupt action to make an attack against the target which just attempted to strike you. You may not use Riposte more than once a round.

Second Wind

Prerequisite: Press On

When you need it most, you know a way to stoke that inner flame of survival to keep on going. After falling unconscious from fatigue or injury, roll a Toughness check with a -4 negative modifier. You do not fall unconscious and ignore all fatigue and injury gained before the use of Second Wind. Fatigue and injury do not go away, they simply are ignored in terms of negative modifiers and effects, once the scene is over and the hostile threat that initiated the use of Second Wind has been avoided, the effects of previous fatigue and injury fully apply. Any extra fatigue or injury sustained over the maximum heals as normal.

Sniper

Prerequisite: Focused Study: Ballistics, Sharp Shooter

It takes a trained eye and a steady hand to excel at precision targeting. Luckily, you have both. All bonuses gained from aim actions are doubled, and the maximum bonus that can be granted is now +8. You also gain +1 damage after aiming, as long as you do not move or are attacked before you fire.

Spotter

Prerequisite: Focused Study: Perception, Search Pattern

A good shooter is nothing without his spotter. When granting a teamwork bonus to an ally firing a personal scale ranged weapon, you may roll a perception check. For every 2 DoS gained on the check, you grant them your choice of +1 damage or -1 DR on their next attack, to a maximum of 4 total damage and DR bonuses.

Spray N' Pray

Prerequisite: Focused Study: Ballistics, Recoil Control

Come on, shoot faster! When using ranged weapons you may attack twice for a full-turn action, provided you have Luck remaining in the scene. Each check is rolled separately, as is damage.

Thunderous Strikes

Prerequisite: Focused Study: Melee

You bring the power of thunder itself down against your opponents with every slash or strike. When using melee weapons with the Mighty or Unbalanced quality, you deal +2 bonus damage and -1 DR is added to your weapon's DR modifier. All attacks of opportunity are made with a +1 bonus. On top of this, the first successful damage dealing attack against a target in the combat scene also inflicts one Fatigue to the target of the attack. The fatigue is resisted normally and this fatigue can be inflicted every time a new target is successfully attacked and dealt damage for the first time by you.

True Grit

Prerequisite: Tougher Stuff

Pain is weakness leaving the body; it lets you know that you're still alive! Whenever you resist an amount of damage that would have otherwise left you with an injury through the use of Tougher Stuff, you may roll a d6. You regain that much Luck. Luck spent through other advantages do not regenerate with the use of True Grit; those spent on other advantage abilities are considered gone until the start of the next session of play or extended rest occurs in game.

When Suddenly...

Prerequisite: Focused Study: Stealth, Blend In, Cat's Eye

You can drop by out of nowhere when you've been, for the most part, unnoticed, appearing at the strangest times. You gain the ability to make

an entrance into a scene you are not involved in whenever you choose, as long as your character has not been in the spotlight for the last 5 minutes of play time. You can do this twice per session and, when you do, you always consider yourself to be revealing your presence as if you had been there for the past 5 minutes, hidden. When you reveal yourself, everyone is counted as surprised and you get one turn to do whatever you wish before rolling initiative normally if there is combat involved in the scene. The use of this advantage can defy logic, to an extent, with the DM's permission.

Wrist Lock

Prerequisite: Fists of Fury, Slip Free

You can make people do what you want through sheer physical domination as if you were some sort of puppet master. When you successfully grapple a target in combat, you can use the target's weapons and make them block incoming damage for you without a penalty to your Melee check. You also may move normally and can force the target to move with you without impediment. In order to use the target as a shield against an attack, you must be aware of the attack being made against you. Enemies can bypass your meat shields by making a called shot action with a -6 penalty modifier that does not impart any bonuses from called shot.

Zap!

Prerequisite: It's Electric!

You've become attuned with all forms of electricity and energy weapons, maybe because you yourself are always cranked up to the high voltage setting. You gain +2 bonus damage with energy weapons of all types, be it normal damage or fatigue, and you add -1 DR to all energy weapon DR modifiers when making attacks with them. This includes all personal scale and mounted weaponry. Additionally, you are allowed to make perception checks to figure out information about unfamiliar electrical systems, figure out the location of a current's source, sensing ambient electrical energy and even noticing bioelectrical emissions given off by familiar or active targets nearby you.

Gear Points

All characters receive a number of free gear points at character creation in order to determine starting money and to buy equipment. Gear points also may be traded during character creation for additional skill points. The amount of free gear points all characters are given at character creation is equal to their Willpower (WIL) attribute multiplied by 3. For example: A character with a WIL of 6 has 18 gear points to spend or exchange.

Gear points have two functions that they may be used for; spending gear points for in-game currency or exchanging them for skill points. Each gear point may be spent for 50 Fangs (or the DM's chosen in-game currency) in order to purchase tools, vehicles, miscellaneous gear and other items. Some people may not wish to spend all of their gear points for starting currency and may instead exchange four gear points to obtain one skill point.

Skill points gained from exchanging gear points may be allotted to regular, craft or knowledge skills as normally, so long as only two skills are filled to the maximum skill point amount of two. Gear is the last section in the back of the book and contains plenty of additional information such as explanations on currencies, the three gear qualities, weapon advantages and disadvantages, encumbrance, availability and the gear tables themselves.

Gear Points Information
You Gain a Number of Gear Points Equal to Willpower Multiplied by 3.
1 Gear Point can be Exchanged for 50 Fangs, or Other Useable Currency.
4 Gear Points can be Exchanged for 1 Skill Point to be used on Normal, Knowledge or Craft Skills.

Merit Point Advancement System

The Merit Point advancement system is how a player advances his or her character's aptitude and skill within the system and game. Characters gain Merit Points through good roleplay, awesome successes or other in-game world changing events that they partook in. If a PC is falling behind in terms of Merit Points than the rest of the group, the DM should work with that player to find ways for their character to get into the spotlight more. If a character is constantly sitting on the sidelines, how are they going to ever manage to catch up? Merit points are handed out at the end of each session if the DM decrees, after each player has summarized a few key events actions or other scenes in which they felt they should be rewarded for. The DM has the final say on all Merit Point rewards, but the average amount each player should be getting is 3 to 4 Merit Points per session, with characters receiving 5 or more merit points due to extreme circumstances or other things the DM decides upon. Merit Points can be spent in order to purchase advancements, such as increasing an attribute by 1, buying a tier 1 advantage, a tier 2 advantage, a new skill point for a normal, Craft or Knowledge skill, purchasing a specialization for a skill, buying off a disadvantage or to gather information on rare items or places. Merit Point advancements can only be purchased during in character down time, or between sessions. During the game, if a character wishes to just buy another skill point for a skill, they are unable to unless there is a suitable narrative break or time lapse that would allow the character time to learn. On the next page is a comprehensive list of advancements, their descriptions and respective costs.

Merit Point Advancements Expanded Descriptions Below and On the Next Page		
Name	Merit Point Cost	Brief Description
Disadvantage Removal	8	With DM permission, spend 8 Merit Points to remove a desired disadvantage.
Increase Attribute	New Rating x2	Increase an attribute by one through payment of the new rating multiplied by 2 in Merit Points.
Information Gathering	Variable	Look for extremely rare gear, find places or just throw out a line for the GM to give you an interesting hook with a good reward for following it to completion.
New Skill Point	4 / 6	Purchase a new skill point for normal, Craft or Knowledge skills.
New Specialization	3	Purchase a specialization for a skill of your choice.
New Tier 1 Advantage	6	Purchase a new tier 1 advantage of your choice from the Tier 1 advantage list.
New Tier 2 Advantage	10	Purchase a new tier 2 advantage of your choice from the Tier 2 advantage list. You must meet all requirements the new tier 2 advantage has in order to purchase it!

Merit Point Advancements Expanded

Descriptions

Disadvantage Removal

Merit Point Cost: 8

After spending the required Merit Points, you may remove one Disadvantage taken during character creation or earned through in-game means with DM permission. Usually, this requires in-game roleplay based around dealing with the disadvantage before it can be bought off and removed.

Increase Attribute

Merit Point Cost: New Attribute Rating Multiplied by 2

Choose an attribute you wish to raise in value. You spend that attribute's current value +1, multiplied by 2. For example, you wish to raise your character's Agility attribute of 8 to 9, so you would need to spend 18 total merit points. The maximum number an attribute can reach is 13; you cannot raise an attribute higher than that. If the DM wishes to speed up the rate at which the characters advance, they may change the Merit point cost to only the attributes new rating instead of new rating multiplied by 2.

Information Gathering

Merit Point Cost: Variable (See Below)

Information gathering is an advancement that does not immediately grant any bonus or

specific increase. Information Gathering is essentially a way to start on an arc or adventure specifically tailored to what your character wants. The player expresses interest in obtaining a hard to find item, piece of gear, a secret place or location, or simply asks the DM for a larger influx of shinies on the next dive or adventure. The DM then asks for an amount of Merit Points that would match the player's request. It is recommended to discuss what you want with your fellow players. If the piece of gear would interest the whole party, say a new vehicle or upgrades for things that benefit the party, the players may pay as a group, dividing the Merit Point cost. The DM then introduces a hook or piece of information relating to what the characters want that they must in turn follow up on it. Examples of things players may want to find would be an uninhabited island, an earless power generator in mint condition or even something plot-related, like the location of where the party barge's captain ran off to with the stolen suitcase full of Earless tech.

New Skill Point

Merit Point Cost: 4 for the First Skill Point in a Skill, 6 for the Second and Final Skill Point in a Skill.

You may spend 4 Merit Points for a new skill point to be placed in a skill that you did not have a skill point in or spend 6 Merit Points to get a second skill point in a skill that you have a skill point in already. Only two skill points may be placed into one skill, but multiple skills may have two skill points in them. Any Craft, Knowledge or normal skill can be granted a skill point with the New Skill

Point advancement choice. Some DMs may wish for players to spend time in-character roleplaying training or studying to represent how they learned their new trade or knowledge in a certain subject. It is recommended to use time-skips or otherwise have the character spend part of a session on self-improvement.

New Specialization

Merit Point Cost: 3

After spending 3 Merit Points, you may select a new specialization for a skill that you have a skill point in. You may only ever have one specialization in one skill at a time. If you wish to change the specialization, you simply buy a new specialization for the skill and remove the old.

New Tier 1 Advantage

Merit Point Cost: 6

After spending 6 Merit Points, you are free to search through the Tier 1 advantage list and select a new advantage you wish your character to have, provided that your character meets any possible requirements. At the DM's discretion, this may require roleplay or a relevant narrative break or reason for your character to have achieved the advantage in question. Advantages are generally a decent boost to your character, and having one usually denotes that your character is rather proficient in his field of study or training.

New Tier 2 Advantage

Merit Point Cost: 10

After spending 10 Merit Points, you are free to search through the Tier 2 advantage list and select a new advantage you wish your character to have, provided that your character meets all the prerequisites your advantage choice requires. At the DM's discretion, your choice may require roleplay or a relevant narrative break or reason for your character to have achieved the advantage in question. Tier 2 advantages are exceptionally empowering and having one usually denotes your character as being at the top of the field.

Gear

Gear in CATastrophe is essential for many different aspects of adventuring, be it weapons to fight off nasty critters, vehicles to move about on or assorted dive gear to help when looking for sunken treasure. During character generation, a player receives a number of gear points equal to their Willpower attribute multiplied by 3, which they can exchange for Fangs, the main form of currency in CATastrophe, to purchase starting items with. 1 gear point, when exchanged for Fangs, equates to 50 Fangs. After you have bought equipment, roll 2d20 and add any leftover Fangs. That is your character's starting in-game funds. All characters start with a plain, basic swimsuit. All other items must be purchased. For more information on gear points, refer back to the Gear Points area of the Character Section.

Fangs and Currency

The most accepted currency throughout the Endless Blue in the CATastrophe setting would be Fangs. Fangs are curved animal-fang shaped deposits of minerals ranging from the size of a finger to a hand, created by an alien life form that had inhabited the comets that struck the world. They bury their main bodies in rock and other objects underwater, where they sift and collect minerals to store. However, once all the minerals are extracted and stored from the nearby area, the creature dies, leaving behind only the mineral deposit that Kemomimis use to exchange for goods. Fangs are not only praised as a source of precious metals and minerals but also for their general shiny quality. Despite this, many settlements often use various other forms of currencies, like coins, Earless scrap, beads or shells. What a specific settlement uses is up to your DM.

Availability

Each item or piece of gear has a standard market price and a general availability that one can expect from the item or gear in question. Each item has an availability score, which denotes how easy it is to find, obtain or requisition, ranging from 12 (the easiest to obtain) to zero (the hardest or even impossible to obtain). Depending on the settlement or area in question, an item or piece of gear's availability may raise or lower as would the price, just like a regular market. When using the Barter skill to find an item, the availability score of the item or piece of gear you are looking for has a linked modifier that will grant a bonus or penalty to the Barter check made to find it. Refer to the table below to figure out what availability score grants what modifier.

Availability Score Modifiers		
Availability Description	Availability Score	Barter Bonus / Penalty Modifier
Ubiquitous	12	+4
Abundant	11	+3
Plentiful	10	+2
Common	9	+1
Average	8	+0
Below Average	7	-1
Sparse	6	-2
Scarce	5	-3
Rare	4	-4
Very Rare	3	-5
Extremely Rare	2	-6
Near Unique	1	-7
Unique	0	-8 / DM Approval Necessary

Players can get all items with availabilities of 5 and above at character creation with no hassle; a player may get a piece of gear with availability of 4 for double the regular price. Anything with availability scores of 3, 2, 1 or 0 are off limits to players during character creation.

The Three Gear Qualities

In CATastrophe, certain types of gear come in varying tiers of quality; higher tiers of quality grant larger bonuses and vice versa. There are three tiers: Salvaged, the lowest of the three and the standard quality at which all items default to; Forged, the middle tier that separates common items and gear from above average quality gear; and Advanced, which represents the epitome or pinnacle of Kemomimi handiwork or something along the lines of a mint-condition Earless shiny.

Salvaged gear is usually gear found without any upgrades or repairs done to it or gear that has seen a lot of use. A Salvaged item grants no bonuses and may break on Super Slip Ups or after a long period of use without repairs. Salvaged gear usually requires a bit of maintenance in order to keep the item in working condition. All gear at character creation starts at Salvaged quality.

Forged gear is gear that has been created recently, has been upgraded or repaired and maintained well. Forged gear is generally made with higher quality materials than Salvaged items. Forged weapons grant a +1 damage bonus. Forged armor grants +1 Damage Reduction to its original score and Forged distraction gear grants a +1 bonus to the individual piece of gear's modifier for Distraction checks. All Forged items do not break easily. If damaged heavily, it may lower in quality down to Salvaged.

A player may wish to buy a Forged item during character creation or later on during play. This doubles the price and reduces the availability by 1 of the item or piece of gear in question. A player may only purchase up to 3 forged items at character generation.

Advanced gear is gear that has been finely crafted with much care and with the finest quality materials available. Advanced gear includes most Earless technological weapons that are in perfect condition. However, these things are usually rare to find. Advanced weapons grant a +2 damage bonus and -1 Damage Reduction (DR) modifier to the weapon's original score. Advanced distraction gear grants a +2 bonus to the individual piece of gear's modifier for the Distraction check. Advanced armor grants +2 Damage Reduction (DR) modifier to the armor's original DR score and a 25% reduction in the armor's weight. Having an Advanced item is enough to draw attention from those around you. They are objects that denote status, wealth, experience or all of the above. Advanced gear does not break easily, if ever. Advanced gear may lower in quality to Forged on a Super Slip Up, getting damaged or taking an amount of injuries that would warrant it. Advanced gear is gear that has style, grace and practicality. These items should be 'proofed' towards most of the elements, extreme pressures and most other things that could cause harm to the item. An owner of an Advanced item or piece of gear who doesn't take care of their things is anything but responsible, and may learn to regret their neglectfulness.

Advanced gear cannot be purchased at character generation. If a player wishes to purchase an Advanced item later during play, the price is tripled and the gear's availability is lowered by 2.

Gear Quality Bonuses	
Salvaged	Salvaged Grants no Mechanical Bonuses: it's the Base Quality all Gear Starts at
Forged	Forged Weapons Gain a +1 Damage Bonus. Forged Armor Grants +1 DR to its Original Score. Forged Distraction Gear Grants a +1 Bonus that Adds to the Original Modifier.
Advanced	Advanced Weapons Gain a +2 Damage Bonus, and Grants -1 DR to its Original Score. Advanced Armor Grants +2 DR to its Original Score, and Reduces the Armor's Original Weight by 25%. Advanced Distraction Gear Grants a +2 Bonus that Adds to the Original Modifier.

Encumbrance

Often, a Kemomimi will find themselves carrying far too much weight for their own good in a variety of scenarios. Each character and NPC can carry a total amount equal to 12.5 kilograms for every 2 points the character has in their Power attribute. A character with 7 Power would be able to carry up to 37.5 kilograms worth of weight without incident. If a character holds more than their maximum carrying capacity, they must pass a Toughness check or receive a cumulative -2 penalty for every 4.5 kilograms worth of weight they are carrying over their capacity. This Toughness check must be repeated at the beginning of every scene the character is in while encumbered. Toughness checks required after Athletics checks to stave off fatigue have this encumbrance penalty doubled. Likewise, if a character uses the Sprint combat action while encumbered, they must make a Toughness check with double the encumbrance penalty modifier added and succeed or take fatigue. Fighting while encumbered can also impose Toughness checks in order to stave off fatigue, as can general exercise. Only after extensive fighting or exercise would it be required.

Aarmor

Any worn armor adds its Damage Reduction (DR) modifier when totaling the DR on an attack against your character. Two articles of armor can be worn at once; one set of protective gear is called your main armor and the other is your secondary armor. Your secondary armor must be able to be realistically worn (for example, a protective vest over a wetsuit) and if it causes you to be over-encumbered, it can't be worn. Secondary armor adds its rating to the main armor's DR rating while worn.

Certain pieces of armor, called additions, are things that can be worn and not count as a main or secondary set of armor. The 4 pieces of additions are arm and leg guards, form fitting body gloves, gelpaks and trauma plates. They only grant a +1 DR modifier in certain circumstances, except for form fitting body gloves, which grant a +1 DR against all damage. Each only grants its DR modifier when against a specific type of damage (bludgeoning, piercing, etc.) and otherwise does nothing. Two additions can be worn on your main armor.

Aarmor Expanded Descriptions Below				
Name	Price	Availability	DR Modifier	Weight
Arm and Leg Guards	25	8	(+1)	2.2 kg
Armored Clothing	75	8	+3	4.5 kg
Dry Suit	225	7	+4	15.8 kg
Form Fitting Body Glove	150	4	(+1)	1.3 kg
Full Body Armor	300	6	+5	11.3 kg
Gelpaks	35	6	(+1)	0.9 kg
Hard Suit	375	4	+7	6.8 kg
Lined Coat	30	9	+2	3.6 kg
Metal Weave Clothes	85	7	+2	2.2 kg
Olumide Hide Rash Guard	80	8	+2	2.2 kg
Padded Clothing	60	10	+1	1.3 kg
Protective Vest	100	6	+3	5.4 kg
Reclaimed Plate	110	8	+5	13.6 kg
Skin Suit	450	3	+6	0.9 kg
Trauma Plating	30	6	(+1)	0.9 kg
Wetsuit	75	10	+2	4.5 kg

Aarmor Expanded Descriptions

Arm and Leg Guards

Arm and leg guards add their full DR modifier to any melee damage. Arm and leg guards are usually leather or metal bands used to protect the shins and forearms from blows.

Armored Clothing

Armored clothing is normal clothes with added armor either inside or on the original materials. This could be metal plates or thick padding. Armored clothing is obvious and visibly defensive in nature, and if you wish, any clothing you already own can be considered armored if you also buy armored clothing.

Dry Suit

Dry suits are very durable and, on top of the DR bonuses they grant, are also quite useful during a dive. For more information on a dry suit's diving bonuses, read its expanded description within the Diving Gear area of the Gear section.

Form Fitting Body Glove

Form fitting body gloves are armor that is based off of a skin suit's design; it grants its full DR to all incoming attacks. Form fitting body gloves are skin tight and can be worn under anything.

Full Body Armor

Full body armor is thick armor that covers a Kemomimi from head to toe in various durable and damage resistant plates. A Kemomimi wearing full body armor is obviously geared for a fight. Full body armor grants a +1 bonus modifier to Intimidation checks.

Gelpaks

Gelpaks add their DR to any attack that deals impact or blunt damage from a bludgeoning weapon like a sledge hammer, blunt arrows or unarmed strikes.

Hard Suit

Hard Suits are very durable and, on top of the DR bonuses they grant, are also quite useful during a dive. For more information on a hard suit's diving bonuses, read its expanded description within the Diving Gear area of the Gear section.

Lined Coat

Lined coats are trench coats or dusters with a thick Kevlar lining on the inside. Lined coats are regularly worn by both law men and pirates alike.

Metal Weave Clothes

Metal weave clothes are as light as clothing but as durable as a protective vest, with the added bonus of being hard to tell from regular clothing. Perception checks made to spot metal weave clothing worn as armor are at a -3 penalty, however, due to its metallic nature, metal weave

clothes grant a bonus +1 damage and -1 DR to any electrical attack made against you. Similarly to armored clothing, if you wish, any clothes you already own can be considered as metal weave clothing if you buy metal weave clothing.

Olumide Hide Rash Guard

Olumide hide rash guards are thick torso and arm covering shirts that provide the same diving bonuses as a wetsuit. Wearing one grants a +1 bonus to Negotiation checks with Olumides.

Padded Clothing

Padded Clothing is normal clothes with extra padded layers on certain vital areas. Like armored clothing and metal weave, any clothing you already owned can be considered padded if you buy padded clothing.

Protective Vest

Protective vests are thick vests made with durable, yet flexible, materials. They are often worn on dives with a diving harness layered over them and they are regularly the torso piece of full body armor.

Reclaimed Plate

Reclaimed plate is armor made of scrap metal. Due to its metallic nature, reclaimed plate grants a bonus +1 damage and -1 DR to any electrical attack made against you.

Skin Suit

Skin Suits are very durable and, on top of the DR bonuses they grant, are also quite useful during a dive. For more information on a skin suit's diving bonuses, read its expanded description within the Diving Gear area of the Gear section.

Trauma Plating

Trauma plating adds its full DR to any reduction against stabbing or piercing blows.

Wetsuits

Wetsuits grant protection, on top of their other bonuses written in their expanded description in the Diving Gear area of the Gear section.

Arms

Arms, otherwise known as weapons, can be found almost anywhere in the Endless Blue and are necessary for the inevitable scrapes divers or sailors get into against things like critters and pirates. Weapons come in all shapes and sizes; each type of weapon has its own advantages or disadvantages, stated in that individual weapon's stat line. With the DM's permission, you may use a related craft skill to add or remove weapon advantages or disadvantages, tailoring your weapon to however you choose it to be. The one making the Craft check should explain how they're altering the weapon in order for it to gain a weapon advantage or disadvantage it wouldn't have normally or to remove an advantage or disadvantage. The DM has the final say as to whether or not it is possible.

Weapons are separated into two distinct categories: Melee Weapons and Ranged Weapons. Each type of weapon can have a weapon advantage or disadvantage, although some are specific to a certain type; for instance, Balanced is a Melee specific weapon advantage. Skill check bonuses gained from various Special advantages on certain weapons only apply their bonus to the target number when the player character has Luck left.

Weapon Advantages and Disadvantages	
Accurate The weapon grants -1 DR if you spend an action to aim. This can be done twice for a total of -2 DR on the next attack.	Reach The weapon has reach! You gain the ability to add a +1 bonus to your Melee checks when attacking or defending, or a -1 penalty to your enemies' Melee checks when they attack you or defend against you.
Balanced The weapon grants a bonus +2 to Melee checks made to parry with the weapon.	Special The weapon has a special weapon advantage or disadvantage labeled in their expanded description.
Inaccurate The weapon grants a -1 to all Ballistics checks made to shoot with it. This penalty rises to -2 if you moved before shooting at your target.	Stunning The weapon deals 1 fatigue, plus 1 for every 2 DoS on the attack check, as well as normal damage. Can be used with the Nonlethal Attack action.
Melee And Ranged The weapon can be used with both the Melee and Ballistics skill.	Throwing The melee weapon can be used as a throwing weapon.
Mighty The weapon grants the wielder's base melee damage or weapon damage score in bonus damage on an attack for every 3 DoS rolled on the related check.	Unarmed The weapon, while also a normal melee weapon, can be used with unarmed strikes as well.
Piercing The weapon grants the wielder's base melee DR modifier in bonus DR for every 2 DoS on the attack check. For every -2 DR after totaling the DR on an attack, you also deal 1 additional damage.	Unbalanced The weapon grants a -2 penalty to Melee checks made to parry with the weapon.

Melee Weapons Continued On the Next Page						
Name	Price	Availability	Weapon Damage Score	DR Modifier	Weight	Weapon Advantages and Disadvantages
Axe	150	7	+3	-2	5 kg	Mighty, Unbalanced
Ball and Chain	125	7	+3	-1	6 kg	Melee/Ranged, Special, Unbalanced
Bat	75	7	+2	0	3 kg	-
Baton	100	8	+3	0	1 kg	Stunning
Brass Knuckles	50	10	+2	-1	0.5 kg	Unarmed, Unbalanced
Broom	25	12	+1	0	1 kg	Special
Claymore	250	3	+5	-2	10 kg	Mighty, Special
Club	80	12	+2	0	1 kg	Stunning

Melee Weapons Continued Expanded Descriptions Below and On the Next Page						
Name	Price	Availability	Weapon Damage Score	DR Modifier	Weight	Weapon Advantages and Disadvantages
Cricket Bat	75	7	+2	0	3 kg	Mighty, Unbalanced
Crowbar	75	5	+2	-2	2 kg	Special
Cutlass	175	4	+4	-2	5 kg	Balanced, Special
Flail	200	4	+3	-2	8 kg	Mighty, Unbalanced
Folding Spade	75	9	+2	-1	2 kg	Special
Frying Pan	50	12	+2	0	1 kg	Special, Stunning
Golf Club	100	6	+2	0	0.5 kg	Mighty
Hammer	75	9	+3	0	1 kg	-
Harpoon	150	8	+3	-2	3 kg	Reach, Special, Throwing
Hatchet	125	9	+2	-1	1 kg	Melee, Special, Throwing, Unbalanced
Hockey Stick	60	6	+3	0	2 kg	Unbalanced
Katana	225	2	+4	-3	3 kg	Balanced, Special
Katar	150	5	+2	-3	3 kg	Piercing, Unarmed
Knife	25	10	+2	-1	1 kg	-
Kusarigama	175	5	+3	-2	6 kg	Melee/Ranged, Piercing, Unbalanced
Lance	200	6	+3	-3	7 kg	Mighty, Special, Reach, Unbalanced
Mace	125	6	+3	-1	8 kg	Unbalanced
Maul	200	3	+4	-1	10 kg	Mighty, Special, Unbalanced
Net	75	11	+0	0	3 kg	Melee/Ranged, Special, Throwing
Nunchaku	125	6	+3	0	1 kg	Special, Unbalanced
Pole Arm	275	5	+3	-4	6 kg	Mighty, Piercing, Reach
Rapier	175	5	+3	-3	2 kg	Balanced, Piercing
Sap	20	11	+1	0	1 kg	Special, Stunning
Sledge Hammer	150	10	+3	0	8 kg	Mighty, Unbalanced
Spear	75	11	+2	-2	8 kg	Reach, Throwing
Staff	25	10	+2	0	3 kg	Reach
Stick	10	12	+2	0	1 kg	-
Survival Knife	90	10	+2	-2	1 kg	Special
Sword	150	4	+3	-3	3 kg	Balanced
Sword Breaker	125	6	+1	-1	1 kg	Balanced, Special
Tire Iron	60	9	+2	0	3 kg	Unbalanced
Whip	90	7	+2	-1	1 kg	Special, Stunning, Reach

Melee Weapons Expanded Descriptions

Melee weapons only require one hand to be used, unless otherwise stated in their description.

Axe

Axes are heavy one or two handed weapons with up to two blades extending from the top of the handle outwards. They're favored weapons of pirates and lumberjacks everywhere. Axes are

often made of drift wood and scrap metal, or sharpened rocks, unless metal is readily available.

Ball and Chain

A ball and chain is a wooden or metal ball, affixed to a chain. The ball is swung to strike people at a distance.

Bat

Bats are rods of wood or metal with a thicker end and a thinner handle, generally used to hit things be it balls tossed at you or your enemies.

Baton

Batons are often used by patrolmen or other forms of police in big trading hubs to maintain order and smack criminal scum upside the head

Brass Knuckles

Brass knuckles are metal rings that have holes for each finger, except the thumb, to insert through, joined together by a metal band that covers some of the fingers and knuckles. They add that extra bit of power to a punch.

Broom

Brooms are found pretty much everywhere across the Endless Blue; they are often a main component in the arsenal of civilians and other settlers for keeping Kleptomanders at bay. Brooms made with straw, for whatever reason, terrify Kleptomanders and gain +3 bonus damage and -3 DR modifier added on the broom's base damage and DR scores when attacking them. They also grant a +2 bonus modifier to Intimidate checks made against Kleptomanders.

Claymore

Claymores are large two-handed swords that are terrifying to behold. They are rarely seen, and require strength to wield. You take a -3 to all attacks with this weapon unless your POW score is 6 or higher.

Club

A club is a rough hunk of a heavy material, usually thicker and heavier on one end, the light end being used for a handle. Clubs are used for clubbing things, not the partying kind of clubbing.

Cricket Bat

Cricket bats are one of the many items used for sport and recreation. After a successful dive into an Earless manufacturing plant chock full of them, among other sports paraphernalia, they've been a rather common tool used by Kemomimis across the Endless Blue.

Crowbar

The crowbar is a useful weapon used to pry things like doors or crates open, as well as to smack your enemies with. The crowbar grants a +2 bonus modifier to any Athletics checks made to force open something. The crowbar became an iconic weapon to Earless historians after shiny divers uncovered various media of a bespectacled scientist wielding one against frightening old guard and monsters alike.

Cutlass

Cutlasses are rare swords seldom seen by most Kemomimis, save for in the hands of pirate officers and captains. As such, cutlasses grant a +2 bonus modifier to Intimidation checks when attempting to intimidate other Kemomimis. However, you may be confused for a pirate!

Flail

A flail is a ball attached to a handle via chain or rope, similar to a ball and chain but with a shorter length of chain and the loose chain end being affixed to a handle, usually a small wooden post. The ball is generally covered in pointed spikes.

Folding Spade

Folding spades are shovels that can be folded over to conserve space. They are generally used for digging up buried treasure on land.

Frying Pan

Frying pans, while often used for cooking, also have the added benefit of packing a hefty punch when used as a weapon. If the attack succeeds and deals fatigue, the target must make an additional Toughness check and succeed, or lose one action of the attacker's choice on their next turn. Once this special effect has been used on a target, it cannot be used on them for the remainder of the scene.

Golf Club

Golf clubs are one of the many items used for sport and recreation. After a successful dive into an Earless manufacturing plant chock full of them and other sports paraphernalia, they've been a rather common tool used by Kemomimis across the Endless Blue.

Hammer

Hammers are general purpose tools for building or breaking, but can also be used as a weapon if needed.

Harpoon

Similar to the spear, a harpoon is a wooden or metal staff with a barbed and pointed edge at one end, used for fishing or for self-defense. When thrown, if the target wishes and the attacker rolls and achieves 3 DoS or more, the Harpoon is stuck within the target. The target must spend a move action and roll a Medicine check in order to remove it successfully or suffer the weapon's base damage and DR modifier that is not reduced by armor or additions, only personal DR. Harpoons are two handed weaponry.

Hatchet

Hatchets are small hand axes often used to chop things like drift wood or fish. They're commonly weighted in order for them to be useful throwing weapons as well.

Hockey Stick

Hockey sticks are one of the many items used for sport and recreation. After a successful dive into

an earless manufacturing plant chock full of them and other sports paraphernalia, they've been a rather common tool used by Kemomimis across the Endless Blue.

Katana

Katanas are extremely rare weapons that denote skill and prowess. Upon obtaining a Katana, the wielder gains a +2 bonus modifier to Negotiate or Intimidate based off of how they obtained the katana and a +1 bonus modifier to Melee checks made to use the Katana to attack.

Katar

Katars are daggers with a horizontal handle connected to two braces on either side that lead down the forearm about half way. At the opposite end, the braces hold the blade in place in front of the knuckles. Often called 'punching daggers,' the method used to strike with a Katar is that of a normal unarmed attack. However, the fists don't connect with the target and damage permeates through the blade.

Knife

Knives are common weapons and tools used in many aspects of Kemomimi life, be it eating, cutting things or self-defense.

Kusarigama

Kusarigamas are small, hand-held sickles with a weighted ball attached to the base via chain. It can be used as a melee weapon or a ranged weapon at ranges up to 5 meters reliably.

Lance

Lances are weapons regularly used by Raydude riders for attacking targets while riding. When used in a charging action, lances gain +1 bonus damage. Lances are two handed weaponry.

Mace

A mace is a flail without the chain; a pointy ball on a stick. Maces are common in some places, usually made from wood or metal.

Maul

A maul is a gigantic hammer that requires two hands to wield. Mauls are made with one purpose in mind: destruction. You take a -3 to all attacks with this weapon unless your POW score is 8 or higher. The first time a target successfully parries an attack made with a maul, they take your base melee damage in fatigue. Their Toughness check made to resist the fatigue is made with a -3 penalty modifier.

Net

Nets come in all shapes in sizes but their purpose tends to be the same: to catch something. Nets can be used as a melee weapon or throwing weapon. When a target is hit with a net, you are free to make a grapple attempt with a +4 bonus modifier. The defender takes a -2 penalty modifier when resisting the grapple attempt and a -3 penalty modifier on subsequent attempts to break free of grapple. When captured in a net, a target may not attempt to gain control of the grapple.

Nunchaku

Nunchaku, or nunchucks, are two thick sticks made of wood or metal connected together by a rope or chain. Trip up and Takedown attempts gain a +2 bonus modifier on the Melee check when using nunchaku.

Pole Arm

Pole arms are a hybrid mix of a spear and other bladed weaponry, generally having the head of an axe with the shaft and point of a spear as well. They are considered weapons of war and are generally not seen outside of such theatres. Pole arms require two hands in order to use them effectively.

Rapier

Rapiers are swords with thin blades, specializing in quick, stabbing strikes and parrying, rather than slashing. They are light and fast, ideal weapons for those of that nature.

Sap

Saps are similar to clubs, but easily concealable. Saps grant all Sleight of Hand checks made to conceal them when drawing the Sap a +2 bonus modifier and Perception checks made to spot a sap on someone's person are made with a -2 penalty modifier.

Sledge Hammer

Sledge Hammers are large hammers used for breaking rubble, doors and basically anything else in need of a good smashing. Sledge hammers are two handed weaponry.

Spear

Spears are staffs or long sticks with some form of sharp point at the end, usually made of metal. Spears come in all shapes and sizes, and are one of the most common weapons found throughout the Endless Blue. Spears are two handed weaponry.

Staff

A Staff is a long stick generally used to aid in walking on treacherous terrain or to poke around at things.

Stick

Sticks are pieces of material, generally wooden or metal, about the length of a forearm. Easily salvageable and easily broken, these weapons are found very commonly in the hands of Kemomimis on a budget or who have found themselves in a pickle.

Survival Knife

Survival knives are knives with a compass in the hilt and a small map hidden within the air-tight pocket inside the hilt.

Sword

A sword is a sharp, generally two sided blade made of honed metal with a handle and hilt. They can be one handed or two, and come in various shapes and sizes.

Sword Breaker

A sword breaker is a dagger with notches built into one side, generally held in the offhand and meant for parrying bladed weaponry. Parrying bladed weaponry with a sword breaker grants a +3 bonus modifier to attempt to disarm them. If you roll 5 or more DoS on a parry attempt against a bladed weapon, the enemies' weapon is damaged or, if Salvaged, broken.

Tire Iron

A tire iron is mostly found on big settlements or settlements with large surface area, enough to warrant the use of carts or other land-based vehicles to get around in. They are used to replace tires and tighten bolts.

Whip

Whips are long pieces of finely wrought leather or rope, usually used to deliver punishment or other

more sensual feelings if that is how you roll. A Salvaged whip cannot be used to parry incoming attacks, but Forged and Advanced quality whips may parry incoming melee attacks if the wielder wishes. Whips grant a +3 bonus modifier to trip up and disarm attempts.

Ranged Weaponry

Ranged weapons include all throwing weapons that cannot be used as melee weapons effectively and all ranged weapons. All ranged and throwing weapons are considered to have Unbalanced. Ranged weapons need two hands to use and require ammo unless otherwise stated. Ammo adds its own score and DR modifier to the weapon damage score and DR modifier. Throwing weapons add your base Melee damage and base Melee DR.

Ranged Weapons
Expanded On the Next Page

Name	Price	Availability	Weapon Damage Score	DR Modifier	Accurate Range	Weight	Weapon Advantages and Disadvantages
Boomerang	100	7	+2	-2	Thrown	0.30 kg	Special, Throwing
Bow	150	8	+2	-1	55m	4 kg	Accurate, Mighty
Collapsible Bow	200	6	+2	-2	55m	3 kg	Mighty, Special
Crossbow	175		+3	-1	45m	6 kg	Accurate
Electro-Arc Rifle	300	2	+5	-3	15m	10 kg	Mighty, Special, Stunning
Improvised Throwing Weapons	0-50	8 to 12	+1 to +3	0 to -3	Thrown	-	Special
Laser Pistol	300	4	+4	-3	50m	5 kg	Piercing
Laser Spewer	350	3	+3	-3	45m	7 kg	Piercing, Special
Laser Rifle	450	3	+5	-4	70m	9 kg	Accurate, Mighty, Piercing
Multi-Shot Paintball Gun	175	5	+3	0	15m	2 kg	Inaccurate, Special
Net Gun	110	7	+1	0	30m	6 kg	Special, Stunning
Paintball Gun	150	5	+2	-1	45m	4 kg	Accurate, Special
Paintball Pistol	100	7	+2	0	30m	1 kg	Inaccurate, Special
Pistol Crossbow	90	10	+1	-1	25m	3 kg	-
Repeating Crossbow	225	5	+3	-1	45m	8 kg	Inaccurate, Special
Shurikens	65	4	+3	-3	Thrown	0.10 kg	Throwing
Slingshot	30	11	+2	0	30m	1 kg	-
Spear Gun	175	6	+2	-2	30m	6 kg	Piercing
Stun Blaster	200	5	+3	0	20m	4 kg	Special, Stunning
Throwing Knives	35	8	+2	-1	Thrown	0.5 kg	Throwing

Ranged Weapons Expanded Descriptions

Boomerang

A boomerang is a thrown tool, typically constructed as a flat aerofoil, which is designed to spin about an axis perpendicular to the direction of its flight. Boomerangs are thrown weapons and return on the thrower's next turn. In order to catch it, the user must roll a simple Ballistics check and succeed. If they fail by 3 or more DoF, they are hit by the boomerang and must roll the damage as per usual. It takes a move action to ready a boomerang to throw; if a boomerang is caught it doesn't require readying.

Bow

Bows are wood, fiberglass or metal U-shaped items with a string of some sort strung tightly to both ends. A bow takes a Move action or two Free actions to nock another arrow into place for another shot. A bow's accurate range is 55 meters.

Collapsible Bow

A collapsible bow is a bow that can be flattened for easy storage and concealment. They make good stealth weapons and can easily be stored in a bag without excessive bulk. Collapsible bows grant a +2 bonus modifier to Sleight of Hand and Stealth checks made to conceal and withdraw the bow. The accurate range is 55 meters and it takes a Move action to collapse the bow, or extend it. It takes two Free actions or a Move action to nock another arrow back after firing.

Crossbow

Crossbows are bows that can be loaded and held ready to fire at any time with minimal effort due to mechanisms holding the drawstring in place. It takes a Standard action to reload a crossbow and they can be fired at up to 45 meters accurately.

Electro-Arc Rifle

Electro-arc rifles are rare energy weapons, found in the depths of special Earless military ruins across the Endless Blue. They fire huge arcs of

electricity that hit the main target and any target up to 2 meters from the original target. In water, the attack will damage everyone within 20 meters around the target and the rifle itself (even the wielder!) with 1 bonus damage and -1 DR added to the attack. Electro-arc rifles require a Full-action to reload and have an accurate range of 15 meters.

Improvised Throwing Weapons

An improvised throwing weapon consists of anything that can be picked up in one hand and thrown by a Kemomimi with ease. Upon choosing an item to throw, the DM works out the improvised throwing weapon's damage score and Damage Reduction modifier.

Laser Pistol

Laser pistols are one handed energy weapons that fire concentrated laser beams in order to deal damage to a target. Laser weaponry is rare, often only found in Earless military installations, or salvaged from Oldguard. Their maximum accurate range is 50 meters, and it takes a Move action to reload them.

Laser Spewer

Laser spewers, so coined by the Kemomimi who have salvaged them from Oldguard or from Earless ruins, are Earless tech weaponry that 'spew' lasers- and not the distracting kind either. They have an accurate range up to 45 meters and take a standard action to reload. As a Full-action, you may fire 3 times at one enemy target, each shot after the first taking a cumulative -4 penalty modifier. Laser spewers are considered energy weapons.

Laser Rifle

Laser rifles are rare Earless tech energy weapons that fire concentrated laser beams in order to deal damage to a target. Their maximum accurate range is 70 meters. It takes a Standard action to reload a Laser Rifle.

Multi-Shot Paintball Gun

Multi-shot paintball guns are paintball guns meant for close quarters, firing a number of

paintballs at one target in a scatter spread. Multi-shot paintball guns have an accurate range of 15 meters and the range penalty modifier is doubled for every 5 meters past this. Two adjacent targets within range can be attacked with one shot. If an enemy is shot point blank (within 3 meters) the attack receives +2 bonus modifier to hit, +2 bonus damage added to the weapon damage score and -1 DR added to the weapon's DR modifier. It takes a Full-action to reload a multi-shot paintball gun. The multi-shot paintball gun uses 5 paintball rounds each shot. Multi-shot paintball guns can only hold 20 shots.

Net Gun

Net guns are similar to crossbows or spear guns, only modified to launch nets that can be easily retracted. Net guns essentially allow you to grapple with a net at range up to 30 meters accurately and take a Full-action to reload.

Paintball Gun

Paintball guns come in all shapes and sizes, from rifles to submachine gun patterns. All types of Paintball guns are powered by compressed air, similar to certain types of diving gear, and normal paintball guns have an accurate range of 45 meters, hold up to 40 shots and take a Standard action to reload. The first successful hit that deals damage to a target has the target testing Toughness to resist one fatigue.

Paintball Pistol

Paintball pistols are similar to paintball guns, although one handed and more compact. They hold 15 shots, and their accurate range extends to 30 meters. Paintball pistols have magazines; to replace a magazine it is only a Move action, to reload a magazine, it is a Standard action. The first successful hit that deals damage to a target has the target testing Toughness to resist one fatigue.

Pistol Crossbow

Pistol crossbows are smaller, one handed variants of a crossbow. Pistol crossbows require a Standard action to reload and their accurate range is only 25 meters.

Repeating Crossbow

Repeating crossbows are crossbows with a spinning chamber that can be filled with an additional 7 arrows after the first for a total of 8 arrows. Additional arrows move into firing position after the last shot was fired and it only takes two Free actions or a Move action to draw the drawstring back. It takes a Full-action to refill the chambers. Their accurate range is 45 meters.

Shurikens

Shurikens are flat throwing weapons that have a circular base with 4 sharpened points attached to it. It takes a Free action to ready a shuriken.

Slingshot

Slingshots are wooden or metal Y-shaped devices with a bendy string attached to the top. Slingshots launch small objects like rocks or balls at a target. Their accurate range is 30 meters and they take a Free action to reload.

Spear Gun

Spear guns are similar to crossbows, instead firing spears or harpoons with the added benefit of being able to reel in whatever the spear or harpoon catches. Their accurate range is 30 meters and they take a Standard action to reload.

Stun Blaster

Stun blasters are one handed energy weapons akin to electro-arc rifles, however, unlike an electro-arc rifle, their main purpose is for incapacitating targets. On a successful hit against a target with 5 or more DoS, the target loses their next turn. Stun blasters have an accurate range of 20 meters and take a standard action to reload.

Throwing Knives

Throwing knives are weighted knives that are meant to be thrown at targets instead of stabbing them upfront. Throwing knives take a Free action to ready.

Ammunition Expanded Descriptions Below and On the Next Page						
Name	Price	Availability	Damage Score	DR Modifier	Weight	Weapons That Use This Ammunition
Arrows	30	8	+2	-2	1 kg	All Bows and Crossbows
Barbed Arrows	45	6	+3	-2	1 kg	All Bows and Crossbows
Blunted Arrows	20	10	+2	0	1 kg	All Bows and Crossbows
Bubble Gun Ammo	10	11	0	0	0.25 kg	Bubble Gun
Electric Arrows	100	5	+2	0	1 kg	All Bows and Crossbows
Fire Bomb Arrows	125	4	+4	-2	1 kg	All Bows and Crossbows
Glue Paintballs	30	7	+1	-1	0.5 kg	All Paintball Guns
Metal Balls	50	7	+3	-1	1 kg	All Paintball Guns, Slingshots
Overcharged Battery	60	4	+3	-2	1 kg	All Energy Weapons
Paintballs	20	8	+1	-1	0.5 kg	All Paintball Guns
Paintball Air Canister/ Magazines	35	9	0	0	1 kg	All Paintball Guns
Pepper Paintballs	40	7	+2	-1	0.5 kg	All Paintball Guns
Rocks	5	12	+2	0	1 kg	Slingshots
Universal Battery	40	9	+1	-1	1 kg	All Energy Weapons

Ammunition

Ammunition, or ammo, are objects that ranged weapons fire or launch at an enemy target. Without ammunition, a ranged weapon cannot be used to attack a target. Certain weapons, such as spears, harpoons and nets, which are fired from spear guns and net guns have their stats in Melee Weapons.

Each type of ammunition in the above table grants 10 shots per purchase, save for overcharged batteries, paintball air canisters and universal batteries.

Ammunition grants its damage score to the weapon damage score, and its Damage Reduction modifier to the weapons DR modifier when used with the weapon.

All paintballs, rocks and metal balls can be used as throwing weapons in a pinch.

Ammunition Expanded Descriptions

Arrows

Arrows are shafted projectiles that are shot with a bow or crossbow. Arrows usually consist of a shaft of wood with an arrowhead attached to the front end with fletching and a nock on the other end.

Barbed Arrows

Barbed arrows are arrows with a modified arrowhead that are barbed on the edges, allowing them to stick into things more easily. If the DM declares the arrow is stuck within the target and the target attempts to remove it, the target must spend a move action and roll a Medicine check in order to remove it successfully or suffer barbed arrow's base damage and DR modifier that is not reduced by armor or additions, only personal DR.

Blunted Arrows

Blunted arrows are simply arrows with blunt heads for the purpose of less-lethality or simply because sharper arrowheads are harder to produce. When using nonlethal attacks with blunt arrows

as the ammunition, blunt arrows add their damage value as extra fatigue.

Bubble Gun Ammo

Bubble gun ammo is nothing more than a mixture of soap and water. Bubble guns are considered distraction gear and require a paintball air canister if used underwater.

Electric Arrows

Electric arrows are arrows with a slight variation. The shaft is actually a battery that electrocutes whatever is hit by the arrowhead. When using electric arrows, you're considered to be using an energy weapon. If an electric arrow is fired underwater, or at a target within water, all others in the water within 20 meters of the target take the damage dealt with +1 bonus damage, -1 DR.

Fire Bomb Arrows

Fire bomb arrows are arrows that explode on collision with the target, bathing the target and those within 2 meters of the target with fire. Every round at the start of your turn, the target and those hit by the explosion take 1d6 fire damage until they expend a Full-action to extinguish themselves or are doused with water.

Glue Paintballs

Glue paintballs are similar to paintballs but, instead of paint, they hold a sticky, gooey substance that gums up moving parts or limbs and is hard to remove. When a target is successfully dealt damage with a glue paintball, they take a -2 penalty modifier to their Agility (AGI) score. This penalty lasts until they spend a Full-action actively removing it, or have an ally remove it with a single Standard action.

Metal Balls

Metal balls are metallic balls used in slingshots and sometimes in paintball guns. They pack quite the punch, due to their density.

Overcharged Battery

Overcharged Batteries are specially modified universal batteries that dish out an excessive

amount of energy when used with energy weapons. When used with normal electronics, they last for three months of sustained use without needing to be charged.

Paintballs

Paintballs are small, easily broken balls filled with paint, made to mark someone or something on contact. They can cause welts with a well-placed shot, and anyone trying to find the target after being hit gains a +2 bonus to Perception.

Paintball Air Canister/Magazines

All paintball guns require a compressed air canister that needs to be refilled on occasion in order to continue to be able to fire. Multi-shot paintball guns use up more air when firing and need their canister refilled after 20 balls are fired. Paintball guns need their canister to be refilled after 40 balls are fired and paintball pistols only need to be refilled after 45 balls have been fired. All paintball guns start with one free canister, but extra can be purchased. Likewise, paintball pistol magazines can be purchased for the same price as a paintball air canister.

Pepper Paintballs

Pepper Paintballs are paintballs filled with a special mixture of flaming hot spices that burst out of the ball on impact, acting like a ranged burst of pepper spray. The target and those within 2 meters of them must make a Composure or Toughness check made with a -2 penalty modifier, or take a -4 penalty to all rolls for two rounds.

Rocks

A rock is a piece of stone, coral, rubble or other debris that can be thrown or launched at a target. They're everywhere and they're not that expensive.

Universal Battery

Universal batteries or UBs are batteries that can be found within earless ruins all over. They are rechargeable and are used by energy weapons. Normal electronics that use a UB can be used for a month of use without needing a charge.

Clothing				
Expanded Descriptions Below and On the Next Page				
Name	Price	Availability	Weight	Bonus Modifier Granted (If Any)
Adventurer's Clothes	55 to 160	8	3 kg	+2 to Athletics Checks Made to Climb
Accessories	10 to 125	9	0.5 kg	-
Capes	25 to 100	7	1 kg	+1 to Intimidate Checks When Making an Entry or Dramatic Speech
Costumes	35 to 150	6	1 to 5 kg	+1 to Disguise Checks Made to Impersonate, or Related Perform Checks
Craft Clothes	55 to 175	8	4 kg	+1 to Related Craft Checks
Desert Suits	65 to 100	6	3 kg	+2 to Toughness Checks Made in Desert Environment
Fancy Clothes	150 to 300	6	5 kg	+1 to Barter Checks Made to Haggle a Price
Flight Suits	50 to 100	7	5 kg	+1 to Operate Checks Made to Operate Flying Vehicles
Rain Gear	50 to 125	10	4 kg	+1 to Toughness checks Made to Resist Cold in the Rain
Sailor Suits	45 to 125	9	3 kg	+1 to Composure Checks While Onboard a Vessel
School Uniforms	65 to 125	8	2 kg	+1 to One Knowledge Skill of Your Choice
Stealth Gear	80 to 150	7	3 kg	+2 to Stealth Checks made to Hide at Night
Swim Suits	35 to 200	12	1 kg	+1 to Athletics Checks Made to Swim
Traditional clothes	55 to 175	9	3 kg	+1 to Negotiation checks With Those who Follow the Specific Tradition
Trench Coats	40 to 100	7	4 kg	+1 to Sleight of Hand or Stealth Checks Made to Hide Things on Your Person
Uniforms	65 to 180	8	3 kg	+1 to Negotiation checks Made in Regards to Leadership
Winter Suits	65 to 100	6	5 kg	+2 to Toughness Checks Made in Tundra Environment

Clothing

Clothing is worn in all but the lowliest of settlements and almost every settlement varies on what they consider fashionable or how they design their clothes. Swimsuits are the "normal" clothes that just about everyone wears the majority of the time. All characters begin play with a plain, low-cost swim suit for free. Various clothing prices are labeled with minimum amount to a maximum amount; the more expensive the clothes the better quality and less likely they are in need of repairs and replacements. The clothing options are just general archetypes of clothes; upon purchase you are free to describe the clothes however you want, only limited by how much money you spent on the individual set of clothes and what that type of clothing entails. Some clothes grant bonus modifiers and are labelled above.

Only one type of bonus can be gained from clothing at any given time and the bonus only works when the player character has Luck left. Certain types of armor can be added to clothes, so that the clothes themselves grant bonus Damage Reduction. The clothing is then considered armor, but still grants the bonus modifier it would regularly grant if the player character has Luck left as normal.

Clothing Expanded Descriptions

Adventurer's Clothes

Adventurer's clothes are clothes fit for exploring or trekking through ruins and other areas, often coming with gloves and shoes with good grip, knee pads and other durable articles.

Accessories

Accessories include hats, glasses, scarves, gloves or other things that can be added to clothing.

Capes

Capes are sleeveless cloaks, generally small and often tied around the neck. They are regularly used as cover from the wind and the sun. Other related articles of clothing similar to capes are things like ponchos, shawls and mantles.

Costumes

Costumes include everything from Earless Halloween costumes to whacky formal attire, or costumes depicting heroes from Kemomimi or Earless history. If a Kemomimi is popular enough, there may even be costumes of them already around.

Craft Clothes

Craft clothes usually include aprons, gloves and other things that generally will help out when applying a bit of elbow grease to a shiny, cooking up a storm or even sewing a shirt. When purchasing a set of craft clothes, you must designate what specific craft they are for. The bonus is only granted when using that craft's Craft skill.

Desert Suits

Desert suits are made up of multiple light layers of clothing designed to insulate the wearer from heat as well as protect against wind, sand and the sun.

Fancy Clothes

Fancy Clothes range from elegant dresses to sharp suits. They are often finely crafted get-ups that denote status and wealth.

Flight Suits

Flight suits consist of a pair of easily cleaned overalls and goggles, cap and gloves. They are popular with zeppelin and blimp pilots as well as certain eccentric engineers.

Rain Gear

Rain gear is everything you would expect; rain coats, boots, hats and a few other accessories such as umbrellas to protect you from the rain.

Sailor Suits

Sailor suits are the best way to find those of rank on board a large vessel, often handed out to officials and officers. Consisting of white button down shirt and pants with a blue collar and sailor hat, sailor suits often bring the best out of their wearers.

School Uniforms

School uniforms saw excessive proliferation after the Akadmee was found and a number of those who found it escaped. Ever since, they've been seen about here and there; some settlements even adopted them as their standard educational clothing.

Stealth Gear

Stealth gear consists of a neutral toned or black jumpsuit, a vest with multiple pouches and with knee and elbow pads. The soles of the waterproof shoes are padded to quiet footsteps.

Swim Suits

Swim suits are commonly worn by many Kemomimi, and come in various styles and designs. Anything from one piece swimsuits, board shorts, bikinis or speedos are examples of swimsuits that are seen throughout the Endless Blue.

Traditional Clothes

Traditional clothing varies in style and design, consisting of things such as ceremonial robes like Kimonos, festival clothing or simply clothing that has been worn "for generations." Traditional clothing varies from settlement to settlement.

Trench Coats

Trench coats are your typical long coats that reach to about halfway down the ankle, usually baggy and with a tie about the waist to keep the torso section from opening when unnecessary.

Distraction Gear Expanded Descriptions Below and On the Next Page			
Name	Price	Availability	Bonus Modifier Granted
Air Horn	45	7	+2
Bubble Gun	60	8	+1
Disco Ball	200	5	+4
Fireworks	100	8	+3
Flashpaks	55	7	+2
Improvised Distraction	0	-	Variable
Laser Light	75	8	+1
Laughing Gas Bomb	150	4	+5
Lewd Magazines	15	9	Variable
Poppers	10	9	+0
Smoke Bomb	85	6	+3
Sound Recorder	150	6	Variable
Strober	125	5	+3

Uniforms

Uniforms are well-tailored clothes made to make you look official, in charge and on top of things. Uniforms are regularly worn by those in positions of authority, such as ship captains or officials in various settlements.

Winter Suits

Winter suits are regularly used at the poles, the only real cold places left in the Endless Blue. They are thick, and regulate the wearer's heat by trapping it in the many thick layers of the full body get-up.

Distraction Gear

Distraction gear is gear that grants a bonus modifier to Distraction checks. When not using any form of distraction gear on a Distraction check, you incur a -5 penalty modifier; this penalty is removed upon using any type of distraction gear or a well thought-out improvised distraction and replaced with the appropriate modifier. Certain modifiers in the distraction gear table above are labelled variable and they are explained in detail within their individual

expanded descriptions. Certain distraction gear may only be used a number of times before requiring to be charged or repurchased, and are stated as such in their individual expanded descriptions. Distraction gear can be upgraded in quality to Forged or Advanced. Whether or not a piece of gear can be used to distract more than one target is stated in their descriptions.

Distraction Gear Expanded Descriptions

Air Horn

Air horns are tiny cans filled with compressed air that is released through a horn affixed to the top. As the air makes its way through the horn, a horribly loud, high-pitched noise is emitted. Air horns are best used when the target is unaware they are going to be used and if used during such conditions, the target takes a -2 penalty modifier to their composure check. If the target is completely unaware of the distractor as if the horn was used during an ambush, this penalty modifier is instead -4. Air horns can be used against multiple targets. If the GM declares, this may affect unaware allies as well. Advanced air horns may be used underwater.

Bubble Gun

Bubble guns are like water pistols but instead fire an excessive amount of reflective, soapy bubbles, using a mixture of soapy water as ammunition for this purpose. Bubble guns can be used up to 6 times before needing to be reloaded with more bubble gun ammo with a Free action. Bubble guns may only be used against one target and must also use a paintball air canister if the distractor wishes to use the bubble gun underwater.

Disco Ball

Disco Balls are round spheres with surfaces covered in tiny reflective mirrors that revolve about at a speed set by the user. On its own, a disco ball is relatively harmless, but, when coupled with lights of any kind and shade to reflect the light onto, it becomes a distracting force the likes of which Kemomimis never wish to be on the receiving end of. Disco balls are often considered highly illegal in settlements due to their distracting nature and bringing one into a settlement is just asking for trouble. Disco balls affect everyone that can perceive it (including the distractor and their allies!) and require a universal battery (UB for short) to be operated. Everyone but the operator of the disco ball takes a -3 penalty to their Composure rolls made against the disco ball distraction. Each round the disco ball will distract automatically with the initial roll the distractor made as long as the distractor maintains the distraction and the disco ball is not damaged.

Fireworks

Fireworks are similar to poppers but on a louder and brighter scale, requiring some form of fire starting tool to be used. Fireworks affect multiple targets with one use and last for two rounds without needing to be maintained; however, after these two rounds go by, you must use another amount of fireworks to distract again with them. One purchase of fireworks can be used 5 times before requiring more.

Flashpaks

Flashpaks are small, crayon box sized electronic lights that emit a blindingly bright flash that confuses and disorients those unfortunate enough to be standing in front of where the flashpak was pointed. Flashpaks can be used against multiple targets and can be used three times before needing 10 minutes to recharge.

Improvised Distraction

Improvised distractions are quickly thought out distractions that generally use the environment in order to gain a bonus modifier on a subsequent Distraction check. Using an improvised distraction requires the DM to evaluate the distraction attempt in order to grant a bonus modifier instead of the -5 no gear penalty modifier. Examples of improvised distractions could be anything from pretending to faint in front of two guards in order to draw their attention to pulling an old Earless fire alarm within a still-functioning ruin.

Laser Light

Laserlights are your typical laser pointing device copied from Earless designs. While not outright destructive, the chaos one can cause has left them heavily restricted in many settlements. The first time laser lights are used against a target in a scene, that target takes a -2 penalty to their Composure check to resist the distraction. Laser lights can distract up to 3 targets, and it is possible to accidentally distract allies. When used in direct sunlight, a laser light's bonus is replaced with a -3 penalty modifier.

Laughing Gas Bomb

Laughing gas bombs are bombs filled with a mixture of chemicals that, when released into the air and inhaled, causes the victims to laugh uncontrollably as long as they continue to inhale it. Laughing gas has a 10 meter area of effect, in which all those encompassed by the gas cloud must make a Composure check or become a target for distraction. The distractor does not need to maintain the laughing gas distraction and the targets who do not remove themselves from the gas cloud will automatically need to

make another composure check against the distractor's initial roll. Laughing gas can be thrown as a part of the distraction up to the distractor's throwing weapon range. Laughing gas clouds only last for 5 rounds.

Lewd Magazines

Lewd magazines are pictures or pamphlets that contain questionable content that would be considered not appropriate for children or those prone to nose bleeds. When lewd magazines are purchased, the player must state what gender would most likely be distracted by it; when used against the intended audience lewd magazines grant a +2 bonus modifier to the Distraction check. For non-intended audiences the modifier is instead a -2 penalty. Lewd magazines cannot be maintained unless the target failed by more than 3 DoF. Lewd magazines can only be used on two targets at most, and cannot be used underwater, or against non-Kemomimi targets without DM permission. On top of the distraction penalty modifier, the first time a target is distracted with lewd magazines in a session, they receive an additional -2 penalty modifier to their Perception checks until they are no longer distracted.

Poppers

Poppers are small fireworks that, when thrown upon the ground, explode with a harmless but loud bang. These are often used by children on large ships and in settlements as a form of mischief. Two targets can be distracted with one popper, and each purchase grants 20 poppers. Each round spent maintaining a distraction expends one popper. Poppers cannot be used in water.

Smoke Bomb

Smoke bombs are bombs that, when ignited and tossed, release a vision obscuring cloud that can easily disorient and confuse any caught within the cloud. Smoke bombs create a 10 meter cloud of smoke which incurs a -4 penalty to Perception and Dodge checks within the cloud, even to those who resisted the Distraction check. Smoke bombs do not require maintaining, and

the smoke cloud lasts for 5 rounds. Smoke bombs cannot be used underwater.

Sound Recorder

Sound recorders are Earless technology, combining a microphone and a set of speakers that can be set to replay whatever has been recorded on the microphone. As soon as the target or targets realize that the sounds are not coming from an actual living entity, the distraction ends. Higher quality sound recorders can be used underwater. Sound recorders bonus modifier is variable based on what the recording is and how it would affect the target or targets. DMs should work with their players to make a realistic bonus or penalty based off of what exactly is being played.

Strober

Strobers are easily described as high-powered, high-frequency flashlights. Strobers are larger than the average flashlight and work best in dim or dark lighting, their bonus modifier turning into a -2 penalty modifier in direct sunlight or bright lighting. Strobers affect all targets in front of them and can be used underwater.

Diving Gear

Diving gear is gear that finds use underwater for the sake of exploring Earless ruins and discovering shinies. Certain diving gear can be purchased at Forged or Advanced quality. Diving gear that can be upgraded in quality have an asterisk next to their name in the diving gear table and their Forged and Advanced bonuses are detailed in their individual expanded descriptions. Dry suits, hard suits, skin suits and wet suits also grant a positive Damage Reduction modifier, acting as armor on top of their role as diving gear. Their DR modifiers are found in the Armor area of the Gear section. Like weapons, clothing and armor, diving gear can be damaged and may require repairs or maintenance with a related craft skill. Salvaged diving gear can be broken if damaged twice.

Diving Gear Expanded Descriptions Below and On the Next Page (Names With an Asterisk (*) Next to Their Name can be Upgraded in Quality)				
Name	Price	Availability	Weight	Salvaged Quality Bonus Modifier Granted (If Any)
*Air Canisters	100	9	4.5 kg	-
Buoyancy Compensator	75	11	1.8 kg	+2 to Athletics Checks to Ascend to the Surface
Canvas Bag	15	12	0.9 kg	-
Dive Helmet	150	7	4.5 kg	-
Dive Radio	100	6	0.4 kg	-
*Diving Rig	75	11	3.6 kg	+2 to Perception Checks in Regards to Depth and Remaining Air
*Dry Suit	225	7	15.8 kg	-
Emergency Surfacing Device	75	9	0.4 kg	-
*Face Mask	55	8	0.9 kg	+1 to Perception Checks Underwater
*Fins	45	10	0.9 kg	+2 bonus to Athletics Checks in Water, -2 on Land
Flashlight	55	10	0.4 kg	-
*Goggles	35	12	0.4 kg	+1 to Perception Checks Underwater
*Hard Suit	375	4	6.8 kg	-
Lift Bags	25	9	0.4 kg	-
Rubble Charges	150	6	4.5 kg	-
*Skin Suit	450	3	0.9 kg	-
Snorkel	45	12	0.4 kg	-
Snorkeling Vest	30	9	1.8 kg	-
*Wetsuit	75	10	4.5 kg	-

Diving Gear Expanded Descriptions

Air Canisters

Air canisters are canisters of air used on dives to supply fresh oxygen when needed. Air canisters supply a number of air tokens based on the air canister's quality, augmenting the character's base air token amount. Salvaged quality air canisters grant 5 air tokens, Forged quality grant 8 air tokens and advanced air canisters grant 10. Two air canisters can be brought along on a dive, but only one may be used at a time. In order to switch from one to another while underwater, you must make a Full-action Tinkering check.

Buoyancy Compensator

A buoyancy compensator is a vest or horse-collar style life preserver that is filled with a specific

amount of air to keep a diver at a certain depth or can be completely filled by expending one air token to gain a +2 bonus to Athletics checks made to swim to the surface. When a buoyancy compensator is full, it may burden 14 kilograms worth of weight instead of granting the +2 bonus.

Canvas Bag

Canvas bags are sacks made of canvas or mesh materials that are used to store items on a dive. A canvas bag allows you to carry an additional 30 kilograms worth of weight in items while underwater.

Dive Helmet

Dive helmets are the helmet component of a dry suit, allowing the dry suit to act as an airtight pocket in which your character is separate from the water around them. Dive helmets come with a dive radio and a built in flashlight above the

visor. Dive helmets come with an air hose and an air pump.

Dive Radio

Dive radios are headsets with microphones that allow you to speak and hear others who have a radio set to your frequency while underwater. It is best used with a facemask.

Diving Rig

Diving rigs encompass the standard necessary gear for dives, namely a regulator, spare regulator, mouthpiece, pressure regulator and various straps and harnesses. All diving rigs grant a +2 bonus modifier to Perception checks in regards to air supply and depth. Forged diving rigs allow two air canisters to grant their full air token amounts at the same time and Advanced diving rigs grant automatic knowledge of current depth air amount, pressure and even information on heart rate and other health related things as long as the user has a dive radio or set of Forged goggles, a Forged facemask.

Dry Suit

Dry suits are thick suits that keep the wearer's body dry and protected on a dive. However, the head is exposed unless a dive helmet is also worn with the dry suit. Dry suits act as armor and have their armor statistics labelled in the Armor area of the Gear section. When in a dry suit, you are immune to most effects of pressure and do not require an air canister if you so wish to instead have someone above water pumping air down to you via a hose that is connected to the helmet. Salvaged dry suits incur a -2 penalty modifier to Dodge, Parry, Sleight of Hand and Acrobatics checks. Forged and Advanced dry suits do not grant this penalty modifier with Advanced dry suits instead granting a +1 bonus modifier to Toughness checks of all kinds. Advanced dry suits are immune to temperature related problems and may be exposed to even deeper pressures without incident.

Emergency Surfacing Device

Emergency Surfacing Devices or ESDs grant a quick ascent when in need. If a diver goes

unconscious, they reach a critical oxygen level or they choose to trigger the ESD, air bladders deploy, sending the user to the surface in order to save them from drowning. The air bladders are located under the arms to keep the torso and head above the surface.

Face Mask

Face masks are clear, see-through, air-tight coverings that cover the user's face from the forehead to the chin. Face masks allow the user to speak uninhibited by mouth piece and are regularly combined with dive radios to allow better communication among fellow divers. Salvaged face masks grant a +1 bonus modifier to Perception checks and Forged grant a +2 Bonus to Perception checks and have a heads up display that can be used to relay visual information to the user. Advanced quality face masks grant a +3 bonus modifier to Perception checks, have a heads up display similar to Forged variants and grant a +1 bonus modifier to hit targets with melee or ranged weapons when underwater.

Fins

Fins are footwear that in increasing the speed at which one can propel themselves while swimming. Salvaged fins grant a +2 bonus modifier to Athletics checks when swimming and -2 penalty modifier to Athletics checks made to run or climb. Forged fins grant a +3 bonus modifier to Athletics checks when swimming and -1 penalty modifier to Athletics checks made to run or climb. Advanced fins grant a +3 bonus modifier to Athletics checks made to swim and incur no penalty modifier to Athletics checks made to run or climb. Swim speed is increased by 5 meters when using Advanced fins.

Flashlight

Flashlights are handheld battery-powered lights that are used to light the dark recesses of sunken ruins. Flashlights have an hour long battery life unless upgraded with a universal battery, at which point they hardly ever run out!

Goggles

Goggles are air-tight eye coverings that keep the water out of your eyes and allow for better clarity of vision. Salvaged goggles grant a +1 bonus modifier to Perception checks and Forged grant a +2 Bonus to Perception checks and have a heads up display that can be used to relay visual information to the user. Advanced quality goggles grant a +3 bonus modifier to Perception checks and have a heads up display similar to Forged variants. Advanced goggles also grant a +1 bonus modifier to hit targets with melee or ranged weapons when underwater.

Hard Suit

Hard suits are rare, air-tight full-body protective suits that are based off of Earless technological designs. Although the Earless must have had other purposes for these suits, Kemomimis find them useful for the purpose of diving, their air-tight and protective nature is a practical boon for those in the diving trade. Salvaged hard suits grant 4 air tokens when worn. Hard suits are considered armor and have their protective statistics labeled in the Armor area of the Gear section. Hard suits conform to the body, adding only a slight bulk due to the defensive layering. Air canisters can be used with hard suits without incident. Forged hard suits grant a heads-up display on their visors, and grant 6 air tokens when worn. Advanced grant 8 air tokens when worn and grant a +1 bonus modifier to Toughness checks in regards to blunt trauma.

Lift Bags

Lift bags are bags that can be attached to a salvageable item and filled with air to aid in retrieving it from the ocean. One purchase of lift bags grants 5 lift bags for use. A lift bag may burden 18 kilograms of weight if half an air token is used to fill it. Two lift bags may be filled with one air token.

Rubble Charges

Rubble charges are weak, timed explosives used by divers to create holes in earless ruins and rubble for the purpose of creating entrances and exits. Rubble charges may also be used on

vehicles and such, dealing 2d6+5 damage with a DR modifier of -3 to all caught in a 4 meter blast.

Skin Suit

Skin suits are rare, air-tight full-body protective suits that are based off of Earless technological designs. Salvaged skin suits grant 5 air tokens when worn. Skin suits are considered armor and have their protective statistics labeled in the Armor area of the Gear section. Skin suits conform to the body, adding only a paper-thin protective layer that acts almost as if it were a second layer of skin. Air canisters can be used with skin suits without incident. Forged skin suits grant a heads-up display on their visors and grant 7 air tokens. Advanced grant 9 air tokens when worn and grant a +1 bonus modifier to Dodge and Acrobatics checks.

Snorkel

Snorkels are a mask and mouth tube combination that allows a user to see and breathe while submerged slightly underwater, as long as the mouth tube extends above the surface. Snorkels are mainly a recreational item or used in dives close to the surface.

Snorkeling Vest

Snorkeling vests are inflated vests used to keep the user at the perfect level for snorkeling without much effort. Snorkeling vests are often used in teaching fledgling swimmers how to dive.

Wetsuit

Wetsuits are thick, insulating body suits that covers the whole body save for the head, tail, hands and feet. They allow the user to swim in cold waters down to 10 degrees Celsius without requiring Toughness checks to resist fatigue from the cold. Forged wetsuits allow the user to swim in 0 degrees Celsius waters and Advanced allows the user to swim in water down to -10 degrees Celsius without incident. Wetsuits are considered armor and their stats are labeled in the Armor area of the Gear section.

Vehicles Expanded Descriptions Below and On the Next Page						
Name	Price	Availability	Size	Speed (KMPH)	Passengers	Crew
Cruise Ship	3500	4	150 Meters	50	500	30
Domesticated Raydude	450	10	3 to 5 Meters	50	2	1
Kayak	275	12	5 Meters	See Description	3	1+
Kite Surfing Gear	200	11	See Description	Wind Speed	1	1
Motorboat	1750	11	12 Meters	65	8	1
Paddleboard	150	11	3 Meters	See Description	3	1+
Rescue Boat	2200	8	6 Meters	75	5	1
Research Submarine	3750	4	10 Meters	See Description	4	4
Sail Boat	1500	11	10 Meters	Wind Speed	8	2
Surfboard	125	12	2 Meters	See Description	2	1

Vehicles

Any Kemomimi who plans on traveling anywhere in the Endless Blue is going to need a vehicle. Vehicles come in all shapes and sizes, ranging from surfboards to Kemomimi built boats or even old Earless ships. Certain mounts, such as the Raydude, are also considered vehicles due to their use. All vehicle speeds are measured in kilometers per hour, but certain wind-reliant vehicles, such as a sail boat, are limited to what the current speed of the wind is.

Each vehicle has a size which measures the length of the vehicle, a speed, the number of maximum passengers the vehicle can have and the number of passengers on the vehicle that must act as crew in order for the vehicle to be used. While most of the vehicles above require the Sailing skill be used, others may be linked to the Surfing skill, Ride skill or Operate skill. Just what skill is linked to each vehicle is stated in their expanded descriptions. Due to the costs tied to vehicles, it is wise for players in a group to pitch in and buy a vehicle with combined fangs.

Vehicles Expanded Descriptions

Cruise Ship

Working cruise ships are rare sights, often times making up an entire floating settlement. Most Earless cruise ships are made with a Hydrogen extractor that collects hydrogen from the nearby water and turns it into energy to propel the ship. These ships require a lot of maintenance and a large crew in order to be sailed without incident. Cruise ships are piloted with the Sailing skill. If one was to find a dilapidated Earless cruise ship, the repairs would be worth it.

Domesticated Raydude

Domesticated Raydudes are faithful mounts, having been used by Kemomimis for untold generations. A Raydude is a giant Manta ray that is capable of extreme speeds when skimming atop the water. Domesticated Raydudes are Raydudes that have been trained to accept up to 2 Kemomimis on them at once and to allow the Kemomimis to steer them. When taken care of properly, a Raydude is a faithful companion as well as a trusty mount. Raydudes have 15 Integrity, their other attributes varies depending on the Raydudes age, heritage and training. Domesticated Raydudes are controlled with the Ride skill, and taken care of with the Handle Animal skill.

Kayak

Kayaks are small watercrafts powered via paddle. They are used with the Surfing skill, and their speed is equal to 10 KMPH +5 for every other individual rowing. Kayaks are used often by Kemomimis as a shore-landing vehicle to reach islands or settlements where their other boats or vehicles could not safely dock at. Kayaks also have the added benefit of being silent for the most part. Pirates or other enterprising Kemomimis may find that a Kayak trip to another boat or ship under the cover of night is a good way to sneak aboard or stow away.

Kite Surfing Gear

Kite surfing gear includes a modified surfboard, a harness and a large, partially inflatable kite that connects to the harness. The board has footholds or straps and the kite is roughly 8 meters long. Kite surfing uses the Surfing skill. Kite surfing can be dangerous depending on the wind conditions. Kite surfing is seen as a recreational hobby, although there are some who use it as a form of transportation. They are usually found in and around settlements, as launching a kite on open waters can be a challenging task.

Motorboat

Motorboats are boats with electrical engines on them, generally powered by a series of batteries. They are small, but big enough to fit a decent number of Kemomimis onboard comfortably. Motorboats can be lived in, bedding and such things are easily set up within them. Motorboats are seen all over the place, often whole families living in one boat or multiple boats strung together to form makeshift flotilla villages. They don't require a lot of maintenance and the only real challenge one might face is getting electricity. Earless generators and batteries are always seen as useful commodities to those riding in a motorboat.

Paddleboard

A Paddleboard is a larger surfboard that the rider uses a paddle to propel themselves while standing. They are used with the Surfing skill and their speed is equal to 5 KMPH +5 for every other

individual paddling. They are often used around island coasts or by Kemomimis who want some alone time from a boat to go fishing.

Rescue Boat

Rescue boats are modified motorboats, generally smaller, faster and made with the sole purpose of collecting Kemomimis who have fallen overboard, or are lost at sea. They come with spotlights, sirens, 4 life preserver rings and inflatable life vests for each member of the crew. Rescue boats use the Sailing skill to be operated.

Research Submarine

Research submarines are tiny, 4-person submersibles that were once meant for science; the ones in Kemomimi hands are generally used now for exploration and diving purposes. Equipped with a person-sized airlock to allow a diver to enter or exit the submersible without incident, research submarines are often highly sought after vehicles for their potential uses when exploring ruins. Research subs are used with the Operate skill.

Sail Boat

Sail boats are boats that use the wind as their source of locomotion. Sail boats can fit a good number of Kemomimis comfortably and can be lived inside without much effort. Sail boats are often used and seen all across the Endless Blue and are used with the Sailing skill. Sail boats are often owned and operated by independent traders, divers and pirates.

Surfboard

Surfboards are boards made of wood or other buoyant material for the express purpose of riding the waves as they break on shore against islands or other land masses. Surfing is seen as a sport in many settlements; entire festivals are based around surfing competitions and events. Winners of such events often get a grand celebration the night after the event in question. Surfboards are used with the Surfing skill and their speed is equal to either 5 KMPH, the user's swim speed +10 in meters or the current wave that is being ridden velocity.